

OFFICIAL STRATEGY GUIDE



ALUNDRA™

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WORKING DESIGNS®

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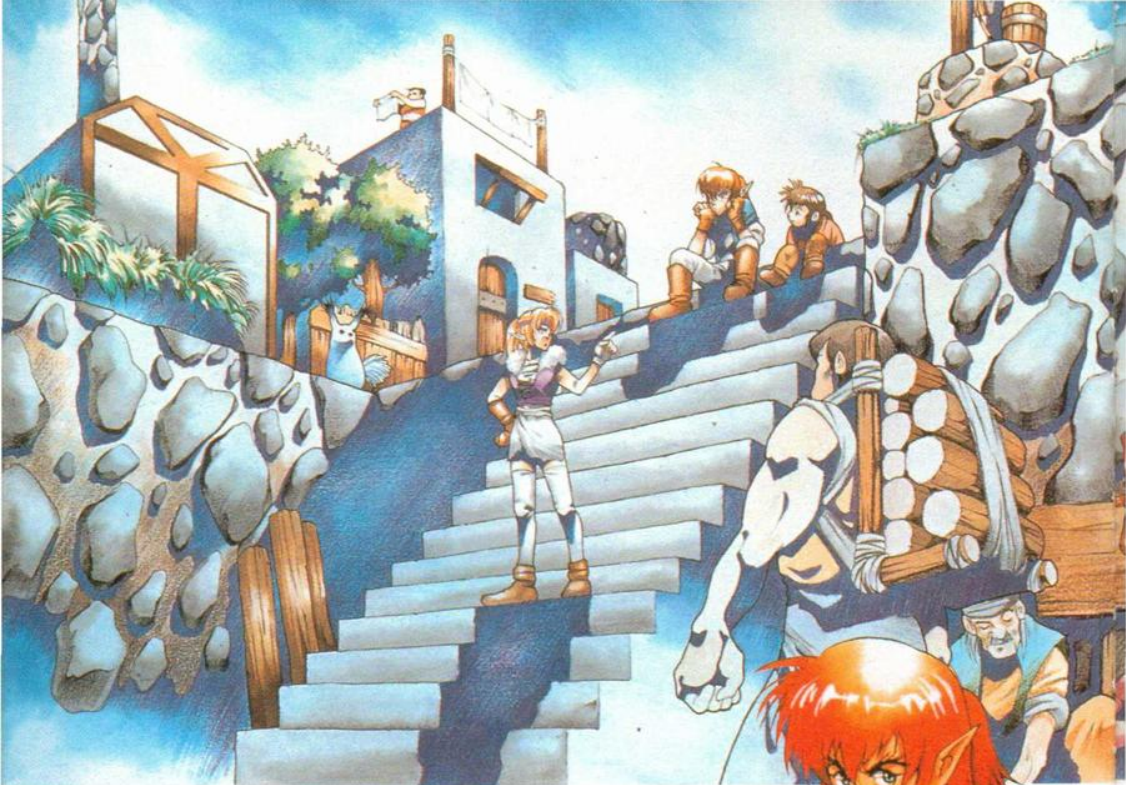
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ALUNDRA: A YOUNG ADVENTURER GUIDED BY FATE

The village of Inoa is located to the far west of Torla, the capital city of the kingdom. The adventure begins as Alundra, led by foreboding dreams, makes his way toward the village of Inoa.

► Many challenging obstacles and puzzles will be found. Can they be solved without causing insanity?



◀ Many different people will be encountered in Inoa, what is their fate?

Alundra was born and raised on a small, remote island in the Caria Sea, far south of the continent. But recently, an aged man has been visiting Alundra in his dreams, haunting him with prophecies of terror. Because of these dreams, Alundra decides to journey to the village of Inoa. Once he arrives in the village, a kind scholar there tells him of a special power that will change Alundra's life forever.





OLEN: A coal miner. He works at the coal mine to the northeast of the village. Nothing makes him happier than seeing his girlfriend Kisha after a hard day sucking coal dust.



◀ Merrick started a business as a curio dealer. The items he sells can't be bought anywhere else.



MERRICK: A butt-kicking take-no-prisoners style Captain of the Klark, the ship that wrecked with Alundra on board. After the wreck, Merrick reconsidered his dangerous lifestyle and opened a somewhat hoity-toity curio shop.



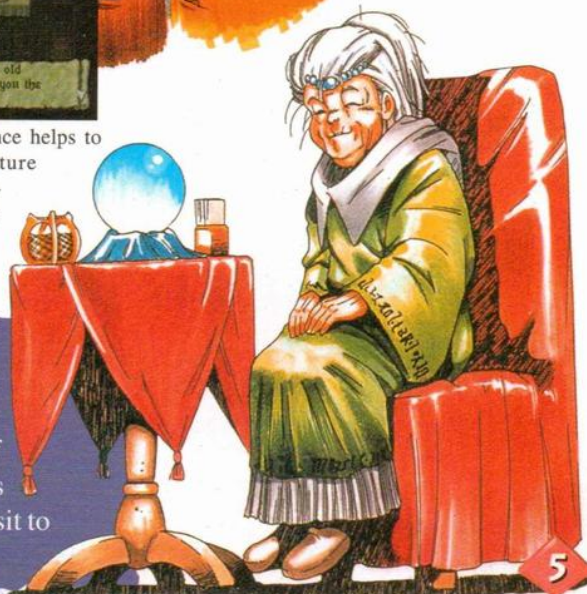
▼ Visit Yustel to see a map showing which area to visit next.



▲ Yustel's guidance helps to make Inoa's future clear, as well as restoring strength and magic power.



YUSTEL: The oldest and wisest person in Inoa. The villagers visit her to get wisdom or courage in exchange for a small amount of money. When the path to success is obscured, be certain you make a visit to her to light the way.



MASTER ACTION TECHNIQUES!

KICK SERIOUS MONSTER BOOTY!

DASHING

While Alundra is dashing, the direction can be changed by hitting a button corresponding to a new direction without letting up on the **△** button. If its done just right, Alundra will continue dashing in the new direction without even breaking wind. This technique is useful when moving through the land.

◀ Press the **△** Button to Run.



▶ Press a new direction while holding the **△** button. If its done right, the dashing will continue without stopping.



JUMPING FURTHER

The distance that Alundra travels while jumping in the air is fairly limited. However, if the jump is started from ground higher than the destination, the distance that travelled will be increased. The extra distance varies, depending on the height of the item Alundra's standing on at the start of the jump.

◀ Starting the jump from higher up will allow greater distances to be covered in the jump.



▶ A longer distance jump is needed when exploring the dungeons. Pay attention to your starting position, and the distance of the intended destination.



THROW LIKE A PRO

If the direction keys are pressed while an item is thrown, it will almost double the distance the item will travel. An item can be thrown even further if Alundra jumps while pushing the direction button and throwing.

▼ The item will go much further if the directional buttons are pressed. There are some items that you cannot throw further, such as bombs, or beans.



▲ If you throw an item by simply pushing the button, the item will drop at Alundra's feet.



MOVING IN MUCK

Without long boots, it's hard to move quickly through the sand or shallow water. However, jumping while walking will allow one to move more quickly than walking alone.

▶ In the beginning of the game it's hard to move through the sand or the shallow water. It becomes easier as better footwear is obtained.



◀ Jumping continuously while walking will increase travel speed.

REACHING HIGHER

Some areas are unreachable by jumping alone. So, use items such as barrels or rocks to create "steps" to the higher ground.

▼ Stairs can be created by stacking items found nearby. Using them will enable Alundra to reach higher ground.



▲ Only items that do not break when thrown are suitable for stacking into stairs. Ones that are too fragile to throw won't work. Play "Greek wedding" with those ones instead.



HITTING HARDER

As the game progresses, new items will be found to attack enemies. Experiment with all the available weapons to find the one that works best on a given enemy.

► There are two wands, fire and ice. Besides their other functions, they may be used to attack as well.



◀ If it's too difficult to kill an enemy with the sword, try a different method of attack. Experiment, experiment, experiment!



USE SHADOWS TO FIND ENEMIES

It's hard to judge the position of enemies that are above the ground, such as bees. For an idea of their height, examine their shadow on the ground. The greater the distance between them and their shadows, the higher they are.



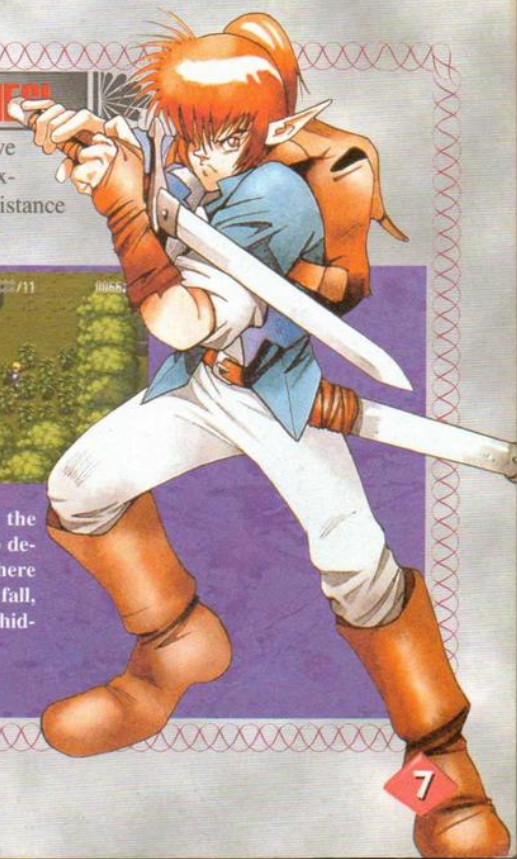
► Notice the where the bee's shadow is. The bee to the left of Alundra is flying higher than Alundra.



▲ When the enemy character is very close to its shadow, it's close to or on the ground.



◀ Look at the shadows to determine where objects will fall, and to find hidden traps.



WEAPONS & ITEMS

WEAPONS: You can only hold one at a time.

Dagger	Alundra has this regular blade at the beginning of the adventure.
Sword	This sword, found in the Ancient Shrine, is capable of charge attack.
Fiend Blade	Find the Fairy Queen, Stenia, she'll reward Alundra with this blade.
Holy Sword	This second most powerful sword, is created in the villager's dreams.
Legend Sword	This powerful sword effortlessly slices through flesh and bone.
Iron Flail	This flail will allow Alundra to destroy certain walls and blocks.
Steel Flail	This flail is more powerful than the Iron Flail. A charge attack is possible.
Hunter's Bow	This bow has low attack power; however, enemies can be kept at distance.
Willow Bow	Found in the Murgg Woods, this bow is capable of doing a charge attack.
Fire Wand	Used to burn down thorny bushes, as well as melt ice barriers.
Ice Wand	Use this wand to freeze bosses, enemies, and fire barriers.
Spirit Wand	Equip this wand to gain magic without using magic drops.

BANDS/CHARMS: Enhance ATK/DEF power.

Olga's Ring	Increases Alundra's attack power.
Silver Armlet	By wearing the Silver Bands, Alundra's defensive power will increase.
Tiara	By standing still, Alundra will be able to recover HP every three seconds.
Nava's Charm	This charm, found in Cephas' house, will increase Alundra's defensive power.

MEDICINES: A must for any journey!

Herbs	Recovers about one-quarter of Alundra's health.
Strength Tonic	Recovers about half of Alundra's health.
Strength Elixir	This potion will recover all of Alundra's health.
Magic Elixir	This elixyr will completely restore Alundra's magic power.
Wonder Essence	Resurrection potion. Also recovers both health and magic power to max.

ARMOR: Protectors against attacks.

Cloth	Comfortable piece of armor with low defensive power.
Leather	Has twice the defensive power of the Cloth Armor.
Broken	This broken piece of armor needs to be fixed before it can be worn.
Ancient	This heavy vest of copper has four times the defensive power of Cloth.
Silver	This holy vest of silver has eight times the defensive power of Cloth Armor.

FOOTWEAR: Required to move in certain areas.

Short Boots	These boots were just made for walking...and nothing else.
Long Boots	Allows Alundra to jump in sandy areas.
Merman Boots	After receiving these boots in the Coastal Cave, Alundra can swim.
Charm Boots	These boots allow Alundra to walk on thorny floors and lava.

SPECIAL ITEMS: Required to get into certain areas.

Bomb	Allows Alundra to blowup obstacles. Can only throw three at a time.
Sand Cape	Allows Alundra to dive under the sand and move about freely.
Aqua Cape	Allows Alundra to swim underwater.
Spring Bean	Throw these beans in the gold pots and Alundra will jump to new heights.
Power Glove	Allows Alundra to lift large rocks with ease.

MAGIC: Command the elements of the world.

Earth Scroll	Level 1 earth magic. This magic rains huge boulders from the heavens.
Earth Book	Level 2 earth magic. This rains down huge meteorites.
Water Scroll	Level 1 water magic. Provides a water shield and heals HP.
Water Book	Level 2 water magic. Provides a water shield and completely heals HP.
Fire Scroll	Level 1 fire magic. Sends fiery missiles to destroy enemies.
Fire Book	Level 2 fire magic. Explodes burning magma to fry any foe.
Wind Scroll	Level 1 wind magic. Generates deadly lightning bolts.
Wind Book	Level 2 wind magic. Creates a destructive twister.

ITEMS: Items that will be immediately added to Alundra's inventory.

1 Gilder	Increases Alundra's gilder by one.
5 Gilder	Increases Alundra's gilder by five.
10 Gilder	Increases Alundra's gilder by ten.
30 Gilder	Increases Alundra's gilder by thirty.

Gilded Falcon	Exchange these rare birds for the items in Merrick's shop.
Life Vessel	Increases Alundra's life gauge by one.
Magic Seed	Increases Alundra's Magic Gauge by one. There are only four in the world.

EVENT ITEMS: Upon receiving the item, the event will then happen.

Secret Pass	Get this pass in Lutas' house in order to get into the Casino.
Keys	To unlock doors, find the keys located in treasure chests.
Elevator Key	Use this key to get into the elevator located in the Giant Tree.
Sluice Key	Use this key to drain the water in the desert to get to a secret area.
Small Key	Used to open the blue treasure chest in Jess' house.
Curious Key	This key, hidden in Ronan's room, allows access to the Sanctuary's basement.
Book of Elna	This book found in Tarn's Manor, helps Alundra enter Wendell's dream.
Book of Runes	Place this book in the bookcase in the Sanctuary to open new areas inside.
Tree Gem	Allows access to the Murgg village.
Zolist's Stone	After getting this stone, put it in the alcove of the house on the island.

Bouquet	Jess will ask you to take these and put them on a grave.
Jess' Letter	A touching letter from Jess to Alundra...it's a real tear-jerker.
Ruby Crest	This crest is given to Alundra by Lars.
Sapphire Crest	Receive this crest in the Reptile Lair. Jeal will give this to Alundra.
Topaz Crest	Nirude will entrust Alundra with his sacred crest.
Agate Crest	Zazan stole this crest. Alundra's gonna have to fight him for it.
Garnet Crest	This crest can also be found in the Murgg village.
Emerald Crest	Find this crest deep inside Torla Mountain.
Diamond Crest	Nava will bestow this priceless gem on Alundra.

BE SURE TO CHECK EVERY CHEST!

When you are in the dungeons, make sure to check all of the treasure chests that found. An open chest means that the chest has been checked and is empty. If an item is found in the chest, such as a potion that you can only carry one of, use the one currently in inventory, then open the chest again. The item in the chest will then be removed from the chest.



▲ If the item in the chest is already in inventory, but want to clear it anyway, try this.

► First, use the bomb to inflict damage. Second, use the same item to heal.



◀ Finally, open the treasure chest and get the item. After receiving the item, the treasure chest will stay open.



◀ Be sure to open every treasure chest! It may contain an item desperately need.



▲ For battles like this, Alundra is going to need to stuff as many healing items as he can find into his bag o' tricks!

HELPFUL HINTS

CHECK THE OVERWORLD!

The majority of the items that Alundra needs will be found inside the many dungeons in the game. However, don't neglect to look around the village of Inoa. Many valuable items can be found in treasure chests there.

▼ Attack the turtles when they have their heads out of their shells.



▲ Some enemies will start to attack Alundra as soon as they see him.

Try different weapons to clear obstacles. Also, take the time to learn how high and far you can jump.



STUDY YOUR ENEMIES!

We know, studying sucks! However, by learning how the enemies attack, a effective means of destroying them you can then decide how best to attack them. By doing this you can defeat them quickly, while receiving the least amount of damage.

BOMB THE TREES FOR PRIZES!

Throughout the game there are certain trees that will drop items when they're bombed. These trees are very rare, so take the time to search carefully and systematically for them. The items they have may be well worth the extra effort.



▲ From the entrance of Inoa go to the left and cross the bridge. Keep going until this tree is located.

► Located right outside of the Fire Manor, is one of these special trees.



◀ When climbing the Cliffs of Madness, be on the lookout for this tree.

Alundra™

The Ultimate Conflict between Good And Evil. The Ultimate Guide to Winning.



Once, long ago, the peaceful people of Inoa served the gods by means of idols. One day, Righteous King Snow abruptly decreed that all idol worship must cease, and all images used for worship must be destroyed. Those that disobeyed the King's order suffered greatly. A few were killed for their insurrection and a great number were cast into prison. There the King's men subjected those guilty of sedition to unspeakable tortures. The King also saw to it that those that openly defied him were burned alive at the stake. Thus began the darkest chapter in the domain of mortals.

This book tells you everything about Alundra's adventure, beginning to end, as well as every minute detail in-between. Once the depth of this game becomes clear, you'll wonder how you ever lived without this guide! It'll be like playing a whole new game...

PROLOGUE

ALUNDRA JOURNEYS TO MEET HIS DESTINY!



◀ As the game begins, Alundra finds himself aboard a ship headed for Inoa. Make sure to talk to every single person on the boat. They will give you information about the village of Inoa.



▲ After going to sleep, Lars will appear to Alundra.



▲ Alundra awakes to a violent storm that destroys the ship.

▶ After talking to everyone on the boat, make your way to Merrick's quarters. After talking to Merrick, head back to your cabin and get some needed rest.



▲ Alundra dreams of the village of Inoa.

Guided by his dream, Alundra boards a boat headed for the village of Inoa. However, the boat never reaches its destination. It's destroyed in a violent storm.

ONCE IN INOA, FIND WENDELL!

Jess, the owner of the local weapon's shop, finds Alundra half-dead on the beach. He takes Alundra to his house and nurses him back to health. According to him, the people who live in this land have lost the power of creation. First tour the village and then head to Wendell's house.



▶ Jess' house will be the center of Alundra's adventure.



◀ After finding Alundra on the beach, Jess takes him to his house.



◀ Will Alundra be able to save poor Wendell from his nightmares?

▶ Tarn's Manor will be Alundra's first destination.



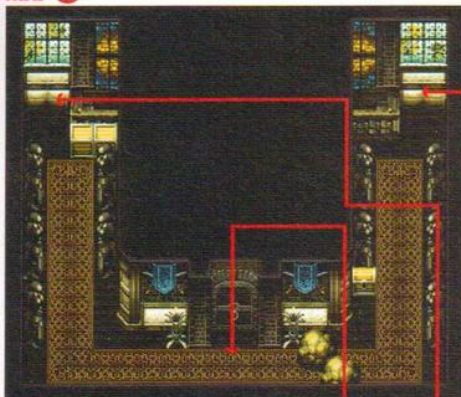
TARN'S MANOR

Tarn was an eccentric scholar of dreams. It was said that the manor was built so that he could dedicate himself to his research in solitude. He's said to have been killed ten years ago by an avalanche.

TARN'S MANOR

Tarn manor is composed of two parts: Inside the structure, and the underground waterway. There shouldn't be too much trouble inside the building, since there isn't a boss to fight. There are Murgg, however, so make sure that you're carrying herbs. The objective here is to find the Book of Elna, located in MAP (B), and take it back to Wendell's house, in the village.

MAP A



KEY ITEMS

HERBS
GILDED FALCON

ITEMS TO FIND

- 1 STRENGTH TONIC
- 5 HERBS
- 1 GILDED FALCON
- 1 LIFE VESSEL
- 30 GILDER

MAP C



GET THE TREASURE!

After killing the Murgg in MAP (E), the doors to MAP (C) and MAP (D) will open. Make sure that all the enemies are destroyed in this room. Once that is accomplished, a treasure chest will appear.

Check 3 P. 15

MAP B

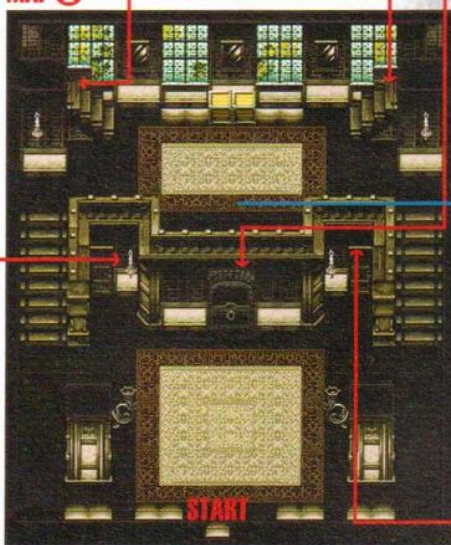


Check 1 P. 15

MAP D



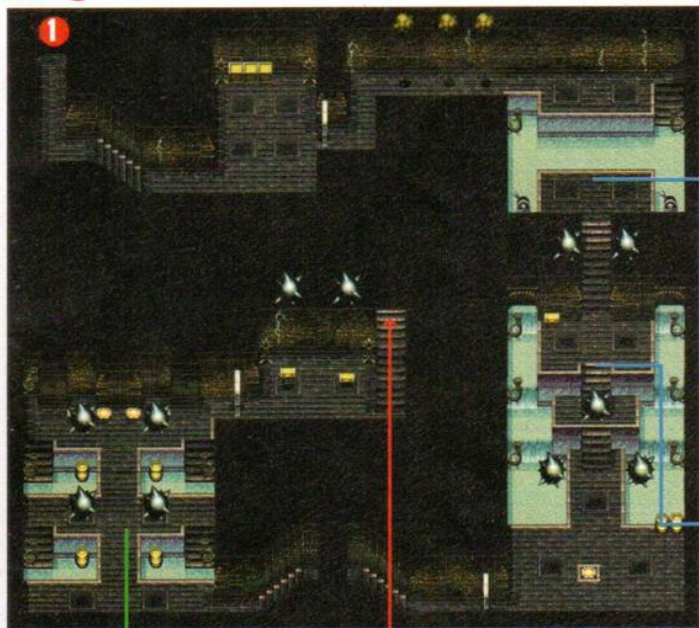
MAP E



WHO'S MELZAS?

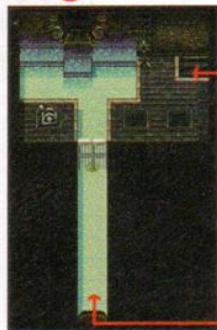
An evil being called Melzas will make an appearance here. It seems that he's the real form of the one Alundra earlier dreamt was conversing with Lars. He's a little scary, but why? Hmm...

MAP 6



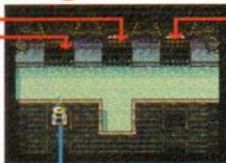
Check 2 → P. 15

MAP 11



MAP 1

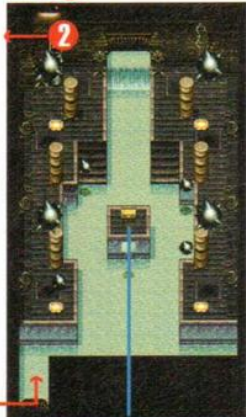
MAP 1



USE THE SWITCH

The switch in this room will open a different door every time it's hit. Keep hitting it until the far right passage opens.

MAP 1



STEP ON ALL THE SWITCHES

There are four yellow switches that must be activated in this room. When they're all activated, a step will fall in the center of the room making it possible to reach the treasure chest. Inside the chest, the key to open the door on the second floor of the manor will be found.

BASIC WALK THROUGH

Once you defeat all of the Murgg in MAP (C), hit the switch in MAP (D) and a passage will be opened. Follow the Underground Waterway and you will find MAP (B).

USE THE HIDDEN BRIDGE

If the switches to the right and left are activated by hitting them, a hidden bridge will appear. This bridge is necessary to advance to the next door. NOTE: Be sure to hit the left switch first, or risk being trapped by the bridge when it appears!

WATCH FOR FALLING OBJECTS

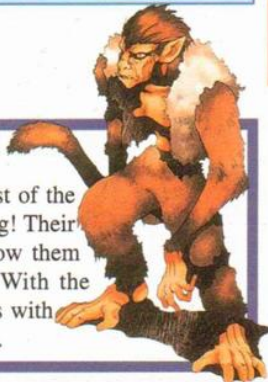
Shadows on the ground will warn of impending doom. To avoid massive head trauma, move close to the shadow, then quickly step away. The object will fall harmlessly to the ground.

THE MURGG!

The Murgg Woods are located northwest of the village of Inoa. Watch out for the Murgg! Their low I.Q. and vicious attack pattern allow them to get medieval on you in no time. With the

Murgg ruler Zazan joining forces with

Melzas, trouble's on the horizon.



Check 1 ➡

SWAT THE SWITCHES!

This is the most basic puzzle in the game. Activating a switch by hitting it with the sword will usually change *something*. In this instance, the bookcase will move revealing a hidden passage.



◀ Switches like this are used throughout the game. You don't ride them, you HIT them!

Check 2 ➡

USE ALL FOUR BARRELS

This puzzle consists of covering all four switches with barrels. To make things easier, be certain to kill all enemies before attempting to arrange barrels. If you don't, one hit from the enemy and the barrel being carried is destroyed!



▲ Place a barrel on each switch.



▲ If Alundra is holding a barrel when the enemy touches him, it will be destroyed.

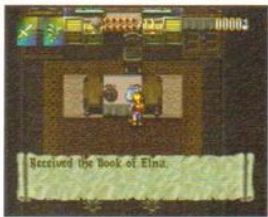


▲ If a barrel gets broken, have a good cry, then exit and return to the room to reset the puzzle.

Check 3 ➡

GET THE BOOK OF ELNA!

The door of MAP (F) will open after Alundra obtains the Life Vessel. Get to MAP (B) by using the key that was received in MAP (K). After getting the Book of Elna, head back to the village and find Septimus.



▲ After getting the book, go back to Inoa and talk to Septimus.



▲ With the appearance of Melzas things are going to get worse.

STORYCHECK TIME TO DREAM!

The Book of Elna contains detailed writings regarding the Tribe of Elna. It is especially notable that it details the special powers of the Elna clan. Septimus uses this information to help Alundra unlock his special powers and walk in people's subconscious! First up: Wendell's dream.



▲ Meade tells Alundra about Wendell's condition.



▲ Septimus informs Meade of the situation.

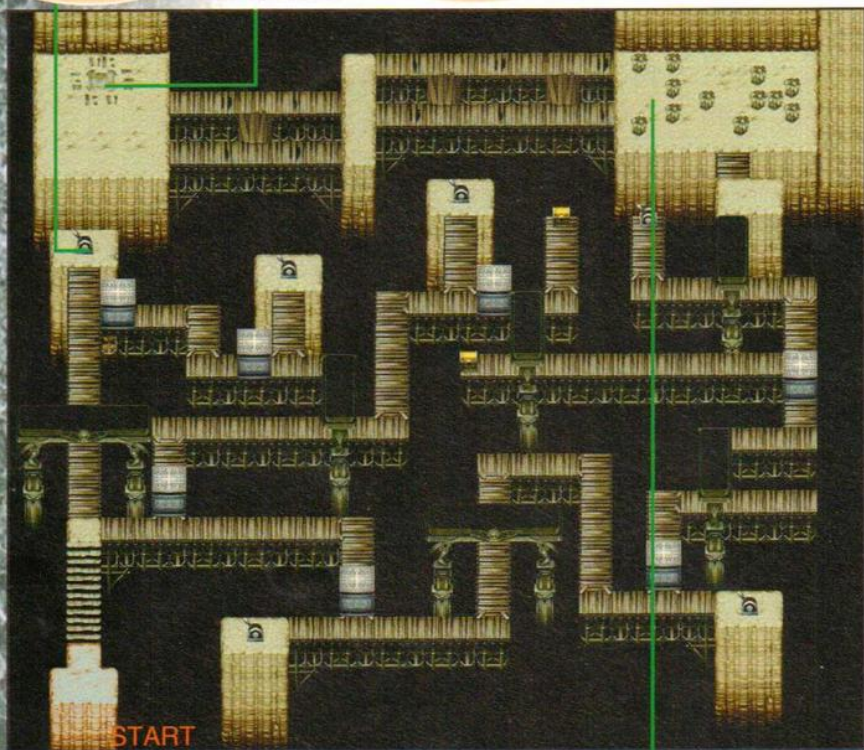
SEPTIMUS - DREAM SCHOLAR!

Septimus has been researching dreams and nightmares since arriving in the village of Inoa three years ago. He hopes that one day his research can be used to save these people from their raging Id.



Check 1 ♦ P. 17 FIGHT THE BOSSI

Check 3 ♦ P. 17



Unlike Tarn's Manor, which is more action oriented, Wendell's dream is a puzzle-rama. Though the walkways look dangerous, don't worry! It's impossible to fall off! Also, except for the last two screens, there are no enemies in this level. However, be certain to purchase herbs before entering Wendell's dream.

Check 2 ♦ P. 17

ITEMS TO FIND

- 1 HERBS
- 1 GILDED FALCONS

THE BLOCKS AND THE SWITCHES

The walkways may look confusing, but in most cases there will only be one road to choose. If a block is preventing advancement, find the nearest switch. When the switches are activated, the blocks will move, allowing passage. NOTE: Some of the vertical arches hide walkways beneath!

▼ There are a total of six switches in the level. Hit them and the blocks will move, allowing passage.



▲ If the switch is hit a second time, the block will move back to its original position.

Check 1 ➔

GO SOUTH YOUNG LAD!

Every time a switch is hit, the blocks will move. Head south and hit each switch as it's reached.



◀ When a block is in the path, look for the nearest switch to move it.



◀ Activate this switch to reach the treasure chest that is in the middle of the area.

Check 2 ➔

FIND THE CORRECT PATH!

When crossing the bridges near the top of the screen, a certain path must be followed, or blocks will fall in front to block advancement.

On the first bridge, start on the upper section. Then go to the

lower section on the first path. Finally, go back up on the upper section.

On the second bridge, make sure to walk only on the lower section.



◀ If a wrong turn is taken, jump on the switch at the beginning of the bridge.

Check 3 ➔

SLAM THE SLIMIES!

When the Slime receives a certain amount of damage, it divides into smaller parts. After the slime splits into four enemies, Alundra should focus his attack on one copy at a time, so that he doesn't get hopelessly outnumbered.



◀ If attacks are not focused on one copy, Alundra will quickly be outnumbered.



After hitting the slime, it will temporarily be invincible. Wait until it stops flashing before trying to attack it again. ▶



STORYCHECK



▲ Giles will take you to see Chancellor Ronan.

CHANCELLOR RONAN

Ronan was banned from Capital City and sent to Inoa eight years ago. After arriving in Inoa, Ronan has been expanding villager's spirituality.

THE SANCTUARY

After rescuing Wendell, Giles will take Alundra to meet Chancellor Ronan. Chancellor Ronan and Giles continue to maintain their religious faith, even though the people have lost their faith in the gods. Alundra is suspicious of Ronan and Giles; however he has no hard proof to support his suspicions, so he follows Ronan's advice and gives thanks to the gods.

Alundra receives word of an accident in the Coal Mine located to the Northwest of Inoa. A tunnel collapsed on the mine workers and Olen appears to be the only survivor. Although Olen is alive, he is seriously hurt. On the way to the village Olen kept muttering "Murgg". Alundra plans on entering his dreams to find out why...

STORYCHECK

RESCUE THE MINERS!

After exiting Olen's nightmare, you must hurry to rescue the other miners that are still trapped in the mine. But beware! The Murgg have already entered the mine. Jess has fashioned a bomb to rescue the miners; however, he won't let you have it. After Jess leaves the house, swipe the bomb and head for the Coal Mine.

DEATH BECOMES INSPIRING!

When the people stopped praying to the Idols, the gods became upset and took the power of creativity from the people. Strangely, Olen's death has inspired Jess to create the Mining Bomb.

USE THE MINING BOMB

The Mining bomb can be used as a weapon, or to clear rocks from your path. There will be a short delay from the time the bomb is set to the actual explosion. Learn to use this delay as an advantage. Watch out, however! If Alundra is too close to the bomb when it explodes, there'll be health to pay!



▲ Pay attention to Zane. Only by listening to him will you be able to start the engine.



▲ If the Murgg are defeated VERY quickly, a Gilded Falcon will be awarded. The bird must be in Alundra's possession before the end of the dream, or it will not register!



▲ Due to the severity of his injuries, Olen dies. Mining is not just fun and games, kids.



▲ After hearing of Olen's death, Kisha locks herself inside her house with a vat of Hagen Daz...

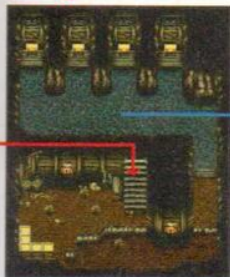


▲ After Olen's death, Jess is inspired to make the Mining Bomb!



▲ The rocks blocking the entrance to the mine can be cleared with a bomb. However, note that not all rocks can be cleared with the bombs.

MAP A



FIND A MINER

The Murgg are attacking the miner. Defeat the Murgg and receive a key.

MEMORY TEST

Open the engine room with a key found in MAP (F). Start the engine by following the directions shown in Olen's dream.



The mine is divided in to a number of sections. The mine cart is the means to access the different areas.

KEY ITEMS

3 KEYS

ITEMS TO FIND

5 HERBS
1 GILDED FALCON
1 LIFE VESSEL
30 GILDER

MAP C



START

BOMB THE ROCKS

Use bombs to destroy the rocks blocking the passage.

Check 1 ♦ P. 21

MAP B



Check 2 ♦ P. 21

MAP E



Check 2 ♦ P. 21

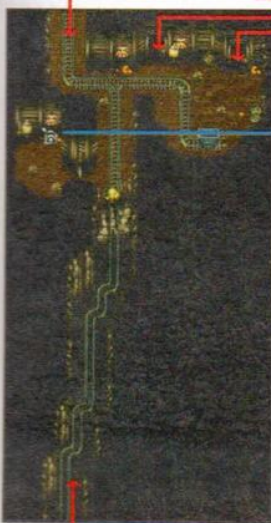
MAP G



MAP F



MAP I



SWITCH

Activate the switch in order to progress deeper into the mine.

MAP J



BATTLE THE MURGG

Destroy the Murgg before addressing the miner.

MAP M



GET THE KEY

Get the key from the miner to open the door in MAP (M).



MAP K

JUMP ON THE PILLARS!

The treasure chest on the right is surrounded by pillars as tall as Alundra. Start by jumping on the pillar in the upper left. Then, continue to jump on the pillars until you reach the chest.

SAVE THE GAME

Now, for the first time, the game can be saved in the mine. This is almost the end of the mine stage, but save, just in case death pays a visit.

Check 3 ♦ P. 21

Check 4 ♦ P. 22

MAP L



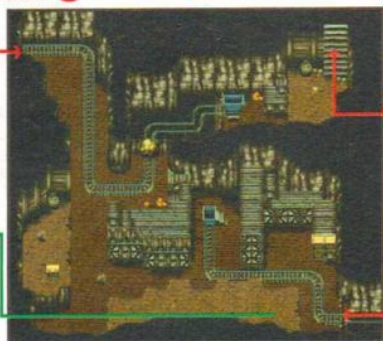
MAP M



MAP N



MAP O



Check 6 ♦ P. 22

MAP P



MAP Q



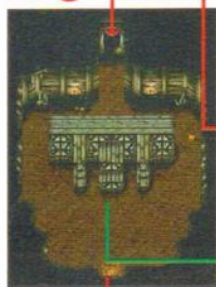
A QUICK WALK THROUGH

Switches are located along the track. The switches must be activated in order to reach different areas. After you get the key in MAP (J), hit the switch in MAP (F), and then go on to MAP (M).

A WORKING ELEVATOR?

First, hit the switches according to what is written on the sign. Next, jump up and down on the machine until it starts.

MAP R



Check 7 ♦ P. 22

MAP S



EXIT

Check 1 ➔

MINE CART TO THE SOUTH!

This switch is inaccessible until MAP (H) is visited via the mining cart. Keys can be obtained in MAP (A) and MAP (J). After those keys are received, the area beyond MAP (M) is accessible.



◀ In MAP (F) the switch will be found to be rusty, and immovable. Drat!



◀ The key in MAP (A) is to the power room for mining carts. After getting the key, head for MAP (M).

Check 2 ➔

WATCH FOR FALLING ROCKS!

In MAP (D), when Alundra gets close to the engine, rocks will fall, making it impossible to reach it. Once this happens, continue to MAP (E). In the upper left corner of MAP (E) is a cave opening that allows entry to MAP (D). After going through the passage, hit the switch to activate the engine.



▲ The falling rocks prevent access to the second engine from MAP (D).



▲ Use the route of MAP (E) to safely arrive at the engine room.

The rocks must fall in MAP (D) before proceeding to MAP (E). By going to MAP (E) first, the passage in the upper left corner will not be opened.

JUMP ON THE STAKES!



▲ To return to MAP (G), the safest way is to jump on the stakes. If you don't jump on the stakes it's more likely Alundra will be hit by falling rocks.

Check 3 ➔

SMASH THE ROCKS!

The back of the mine can't be reached until two huge rocks are smashed. First, use a cart to jump up to the wooden platform to the left. Next, jump to the platform to the right, and push the huge rock down onto the other rock. Once the rocks are destroyed, push the mining cart down. It will be necessary to use it where it stops.



▲ Move from the mining cart to the left platform. Jump on to the rock, and then to the platform to the right.



▲ Now push the rock from the platform, onto the rock below.

Check4

MORE PILLAR JUMPING!

First, jump on the pillars and hit the switch. When the switch is hit, a block will fall down. The water can now be crossed using the block. Practice judging the distance of jumps based on the height of the starting point.



◀ Hit the switch to reach the ledge!



◀ Once the block has appeared, jump on it. Then jump to the ledge on the left.

Check5

ACTIVATE THE SWITCHES

Unlike the rusted switch in MAP (F), these switches may be hit as long as the key to open the locked doors is in Alundra's inventory. After destroying the rock on the bottom left of MAP (L), proceed to MAP (K).



▲ Once the key is obtained from the miner, the mining cart switch can be activated!

Check6

GO SOUTH!

Since the rocks are blocking the path to the west, jump from the wooden platform in the center to the little piece of land to the south.



◀ Jump down from this wooden platform.



◀ Watch it! The enemies will attack you when you land.

Check7

ZAZAN!



▲ To make matters worse, Zazan is also looking for the crests.

This is Alundra's first meeting with Zazan. You won't have to fight him, though. However, he leaves behind four of the Murgg as a "parting gift."



THE DANGER OF COAL MINING

Coal Mining is the only industry of Inoa. Their mine is so big that mining carts are used for transportation. Recently, the miners have been digging new tunnels in search of more coal. Unfortunately, the Murgg were digging a tunnel in the area as well. When these two parties met, the outcome was deadly.

ZAZAN, KING OF THE MURGG!

Zazan is searching for the seven crests, under orders from Melzas. So far, he's been quite successful, having found two crests! Beware!

22

He will stop at nothing to find the remaining ones!

STORYCHECK BACK TO INOA

After defeating the Murgg in the mine, Alundra returns to the village of Inoa and is introduced to Sybill, a girl who dreams only when she's awake. Sybill, shows Alundra a puzzling dream. In it, she sees Kline running through the village like an animal, and a beast howl echoes through the air. Do her dreams foretell the future, or is Sybill just a red-eyed freak?

► Is this the fate of Kline? Will he be turned into a beast to be commanded by Melzas? Or, has he just watched too much Marilyn Manson?



SYBILL, WEIRD GIRL-WONDER

This girl with the bloodshot eyes has a unique ability to dream while awake. Her dreams often foretell the future...



STORYCHECK A VILLAGE IN MOURNING

In spite of Alundra's efforts to save the coal miners, the Murgg still killed most of them. The villagers carefully buried those lost in the cemetery behind the Sanctuary. After paying respects at the cemetery, Alundra hears a voice that seems to be calling him. Following the voice will lead Alundra to the Crypt at the back of the cemetery.



▲ Some in the village felt that their lack of faith, prevented their prayers from reaching the gods. Now the village is full of prayers for those who lost their lives.



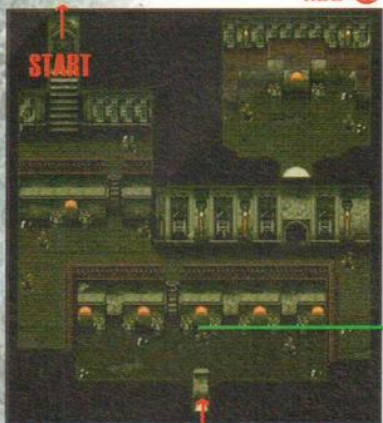
◀ After placing the bouquet on Olen's grave, Alundra hears a voice in the back of the cemetery. As he walks toward the light, a sense of calm overcomes him.



A VILLAGE FULL OF SORROW

Olen, Jaylen, Zane, and other miners worked hard at trying to find coal in the mine. Their hopes were to return prosperity to the village, but instead they've brought an air of sorrow and regret to Inoa.

MAP A



Check 1 → P. 26

MAP B



BUILDING BRIDGES

After signs are read, enemies will appear. Kill all of the enemies and a bridge will appear, making it possible to reach the next area.

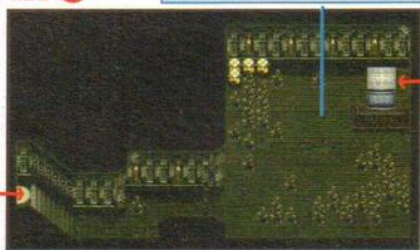
MAP C



Check 2 → P. 26

Check 3 → P. 26

MAP D



KEY ITEMS

KEYS
EARTH SCROLL
RUBY CREST

ITEMS TO FIND

4 HERBS
1 STRENGTH TONIC
1 GILDED FALCON
1 LIFE VESSEL
1 MAGIC SEED

HIT THE SWITCHES!

Follow the directions the sign gave (left switch pointing left, right switch pointing to the right), and the elevator will start to work. The elevator goes to the other side of MAP (C).

MAP D



CRUSH THE ENEMIES!

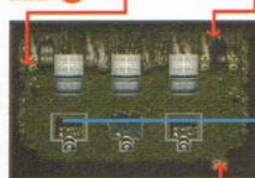
Here destroy these foes, and a door will reveal a stairway that leads down.

MAP F

Check 4 ➔ P. 27



MAP G



PLAYING WITH BLOCKS!

Each switch is connected to the block above it. Only move the blocks that have the bones underneath them, the left and right one.

HEAD NORTH!

After getting the item from the treasure chest in MAP (J), go and open the door in MAP (H). Stay to the left and watch out for the holes.

MAP H



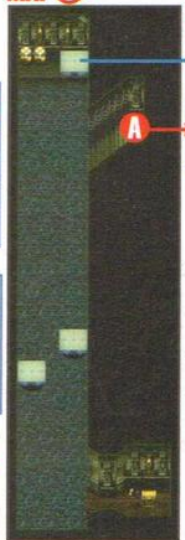
READ THE SIGNS!

When you receive a blessing from the statue in MAP (F), another area will open. Reading the sign in MAP (H) is required before passage to Map (K) is allowed.

MAP I



MAP J



KILL ALL THE ENEMIES!

The only way to reach the treasure chest to the south is to defeat all of the enemies in the room. When you do that, a new floating pedestal will appear.

MAP L



MAP K



Check 5 ➔ P. 27

MAP M

Check 6 ➔ P. 27



FOLLOW ORDERS!

Although MAP (L) and MAP (M) don't look any different than the other maps, you won't be able to easily travel back and forth through these rooms. Use the hint that you found in MAP (H) to move forward in to MAP (L). Also in MAP (K) the lights must be hit in a certain order before the door will be opened.

Check 1

SPEAK WITH RESPECT

The apparition in the room tells you to address the saints with the "utmost respect." What does that mean? First, find the saint's rank by listening carefully to what they have to say. Once that is discerned, talk to them in order of importance, from most important to least. The correct order is Saint White, then Blue, then Red, then Green, and finally Brown. Once they've been addressed in the correct order, return to the room with the single apparition and talk to it again to reveal your path.



▲The spirit in the north room is a big fan of cryptic clues that infuriate!



▲Address the White Saint first, then all the rest, in order of rank.

Check 2

THE GODDESS STATUE

To reach the Goddess statue, you must first fall in to the hole, taking you to map (D). Take the elevator back to the upper level. After the Goddess blesses you, the south wall of map (C) will collapse, and Alundra's HP and MP will be fully refreshed.

►Turn the right switch to the right, and the left switch to the left to activate the elevator platform.



▲Step right up to the goddess and grab some health before she shows the way out!



▲After receiving a blessing from the statue, the south wall will collapse. Alundra's HP and MP will also be refreshed.

Check 3

THE SECRET OF THE LIGHTS

Illuminate all the lamps in the room with the coffin to make the saint appear. Once the saint has spoken, the door to the next area will open.

Light the lamps by jumping and striking the top of the lamp stand with a sword. The lights must be hit in the correct order for all to stay lit.

The correct order is hinted at on the signs to the right and left of the goddess statue. The other signs tell you how to operate the elevator platform.



▲Hit the switches in this order: right (east), left (west), down (south), and then up (north). If you are successful, the door exiting the area will appear nearby.



◀Hints about the correct order to strike the lights in order to illuminate them all are inscribed on the wall to the right and left of the goddess statue. The other signs tell you how to operate the elevator platform.

Check 4 → MAKE A BARREL BOOSTER

Take the barrel to the goddess at the north end of the room. Avoid the spiked ball by standing on the right side of the platform. You must jump from the platform to the other side, and then use the barrel as a step stool to reach the goddess statue.



▲This is a safe spot while passing the spiked ball, but move to the other side as quickly as possible.

After talking to the goddess statue, enter the hidden room in map (H).



Check 5 → GO BACK TO GO FORWARD

The passage to MAP (L) and (K) will be opened after reading the sign in MAP (H). After lighting all three lamps in MAP (K), go through the right door to MAP (L). Kill the enemies in MAP (L). Go through the left door. Light the lights in MAP (K) once more and go to the left again. Kill the enemies in this room and then proceed to the right. If you make a mistake you'll have to start over, so be careful.



From map (K), go right. From (L), kill the slimes and go left. From (K), light the lamps and go left. Then, go right from (L) to pass this puzzling area.



Check 6 → BOMB BLAST THE BOSS

The most effective way to attack the boss at the end of the Crypt is by means of a bomb. Try to time *your* attacks to take place just before *his* to throw him off.



◀Try to avoid falling rocks by watching their shadows.

◀Put a bomb by his foot. This is the easiest way to attack. Be careful of the explosions, however.



STORYCHECK A CRISIS EXPLAINED BY LARS

Lars is the guardian that protects the ruby crest, which is one of the seven crests instrumental in keeping Melzas in confinement. Lars comes to Alundra in a dream and implores Alundra to stop Melzas' wicked plot to break the seal and escape from his prison. To stop Melzas, Alundra must gather the remaining crests from the guardians before Melzas' followers do.

Alundra must collect the remaining crests.

◀Alundra met a strange man in his dream.

◀Received the Ruby Crest from Lars.

LARS AWAITS THE "RELEASER"

Lars is one of the guardians who protects the crests that bind Melzas. Sensing Melzas' unfolding scheme, he calls for the "Releaser" who has the power to destroy Melzas. This "Releaser" must visit the remaining guardians and obtain all the crests before Melzas' followers steal them.



STORYCHECK OPPOSITES DON'T ATTRACT

Bonaire is a somewhat laid-back young man seeking the ideal woman (or "betty") he can only dream about. He has plenty of time to research his dream betty while snoozing away the lazy days in Inoa.

Nadia, on the other hand, is a serious, attractive woman looking for commitment *now*. She refuses to sleep, for her dreams bring destruction in real life. She pines to know Bonaire's strong embrace. As she grows weak, her last wish is to see Bonaire smile once more. Can you help her by bringing Bonaire back to reality?

▶Bonaire wises up, but it's too late to save his secret betty.

▲Nadia wishes only to see Bonaire's smile once more.

SWEET DREAMS, BONAIRE...

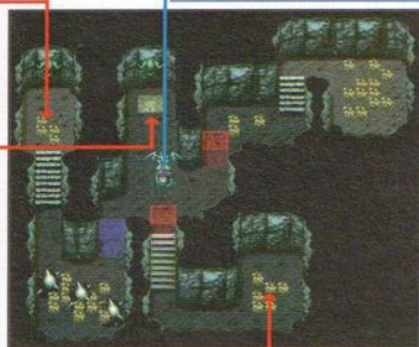
Bonaire is a little dim on the whole "male-female" relationship thing. He pines for a bitchin' betty to call his own, but has failed to find her. So, he uses the creative power of his mind to control his dreams, where he summons a fantasy girl called Sara. His aging father has been sick in bed, and would rather his son play with real-life girls, or at least start a secret stash of "Playelf." Bonaire is unfortunately too thick to realize that Nadia is the girl he seeks.



CHANGING THE BLOCKS!

By hitting the switches on the stone statues, the blocks will be changed from transparent to solid and vice

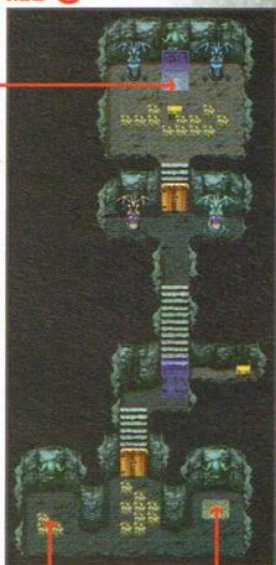
MAP A



MAP B



MAP C



GET THE KEY!

To reach the key, change the transparent blue block into a solid. Use it to jump up to the level that the key is on.

KEY ITEMS

3 KEYS

ITEMS TO FIND

1 GILDED FALCON
1 LIFE VESSEL

Check 1 → P. 30

Check 2 → P. 30

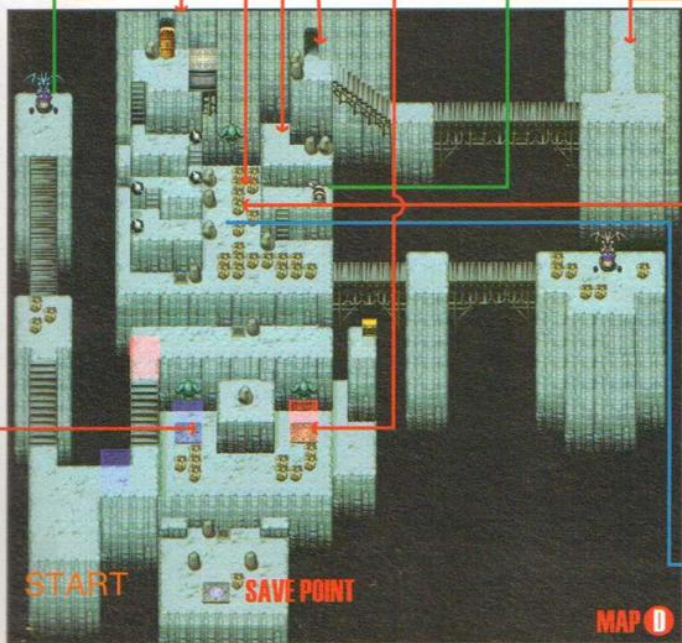
Check 3 → P. 30

TIME TO CONFRONT
DARLING SARAH

START

SAVE POINT

MAP D



MAP E

ROCK, LADDER, EXIT!

When you push the third rock to the south, a ladder will appear.

Check1 ➔

HIT 'EM IN THE JEWELS

By hitting the statue's jewel (ouch!), the blocks can be changed. There are different statues for the red and the blue blocks. The best technique is to focus on one color block when exploring. After exploration is complete with one color set, change to the other by means of the statues.



▲ When the switch is hit, the transparent block will be turned into a solid the same color as the statue.



▲ If the red statue is hit, red blocks will turn solid and the blue blocks will turn transparent, or vice versa.

Check2 ➔

USE THE BOMB'S DELAY

If the switch in MAP (D) is hit, a transporter will appear. However the plate will disappear before Alundra can reach it. To reach the transporter, a bomb needs to be thrown on the switch. As soon as that's accomplished, run to where the transport pad will appear. When the bomb explodes, you're on your way!



▲ If the switch is hit with a sword, the transporter will come and go too quickly to be of use.



▲ Throw a bomb, then stand on the spot where the transporter will appear.

Check3 ➔

CHECK OUT SARA'S FORM



Sara attacks in three different ways. When she multiplies and circles Alundra, there is only one real Sara. Damage can only be caused by hitting the "real" Sara. So, either try to figure out where she will appear, or choose the "magical" safe (okay, *cheap*) approach. Wait until she surrounds Alundra, then use the Earth Scroll. Failing that, she can also be killed if she's hit while running around the room by herself.

1-900-EVIL-CHICK

Sara loves to feed off of the energy of her male lovers. However, nothing gets her hotter than learning that her new love, Bonaire, has another who truly loves him.

▶ When Sara uses this attack, all that Alundra can do is avoid the energy blasts. Keep moving, or perish.



◀ Try and figure out where Sara will appear. Strike her as soon as she appears.

▶ When surrounded, try to stay in the center of the circle to avoid damage.



STORYCHECK

BONAIRE, TOO DIM TO REALIZE NADIA'S LOVE

After being released from Sara's spell, Bonaire awakens to learn that Nadia had deep feelings for him. Unfortunately for Bonaire, it is too late, for Nadia was slain by Sara. The only thing left for Bonaire is for him to regret his foolishness.

NADIA, A LOST LOVE

Although Nadia loved Bonaire, he never noticed her. She didn't like reality, so in her daydreams she would destroy it. When Nadia would fall asleep, her dreams had destructive outcomes. In the end, reality failed her even more cruelly than her dreams. Rest well, Nadia.



▶ Bonaire realized there was a woman who truly loved him, but it was too late.

▶ Because she refused to sleep, Nadia lost her life.



▶ Who or what is behind all of these evil happenings?

STORYCHECK

JESS CREATES!

Nadia's death seems to have inspired Jess in some sick way. He was moved to make a new weapon, the Iron Flail. With it in hand, Alundra now begins his journey to find the second crest. He is told of an old temple deep within the Desert of Despair.

Before Nadia's death, a giant tree blocked a bridge that led the way to the desert. Now, the tree has mysteriously disappeared!

Before journeying to the desert, make certain to talk to Sybill!



▲ Once the Iron Flail is obtained, head for the Desert of Despair.

WAIL THE IRON FLAIL!

The Iron Flail has the ability to crush the immense boulders that were formerly impassable. Explore all the new areas that are now open to you on the map!



STORYCHECK SCALE THE CLIFFS OF MADNESS!

Leave the village and travel east. After crossing the bridge, head south to the waterfall. The Cliffs of Madness lie just to the east of the waterfall's base. To reach the Desert of Despair, go through a cave entrance at the top of the cliffs.



▲ Before heading for the Desert of Despair, make sure to talk to Sybill.



▲ Fall down this hole to find the path that leads to the desert entrance.

A SECRET INSIDE LURVY'S SHOP

Lurvy is a strange old man that lives in his shop at the base of the Cliffs of Madness. He harbors an embarrassing secret. To learn what it is, scale the cliffs and drop down his chimney. In a moment of shock, he'll reveal his secret, and cut a sweet deal for later!



STORYCHECK SCAVENGE FOR THE SAND CAPE!

There is an item called the Sand Cape hidden in the Despair Desert. It will allow the wearer to crawl under the sand. To find the cape, make tracks to the Northwest corner of the lower desert. Once the cape is obtained, go to the platform in the center of the desert. Twin tornados will provide transport to the next area of the desert stage. Upon arriving at the next area, pay close attention to the direction the wind blows. The screen must be exited the same direction the wind blows. For example, if the wind is blowing to the north, exit the screen to the north.



▲ Stand on this platform, pop a mentos, and enjoy the fresh maker a whole new way!



◀ Interrogate the skeletons if boredom becomes overwhelming.



◀ The sand cape is stashed within this cave.

▶ Jump to the south from the upper right column to reach the ledge on the bottom.

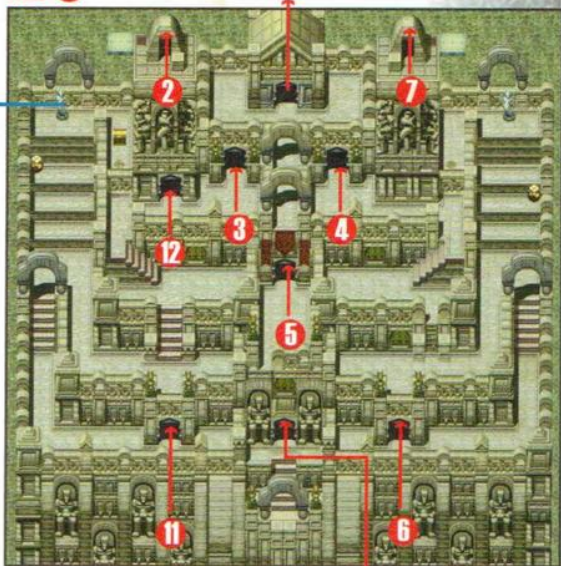


THE SAND CAPE

The Sand Cape allows Alundra to dive into the sand and go through the small holes in walls. Another benefit is that when under the sand, enemies have no effect on Alundra!



MAP A



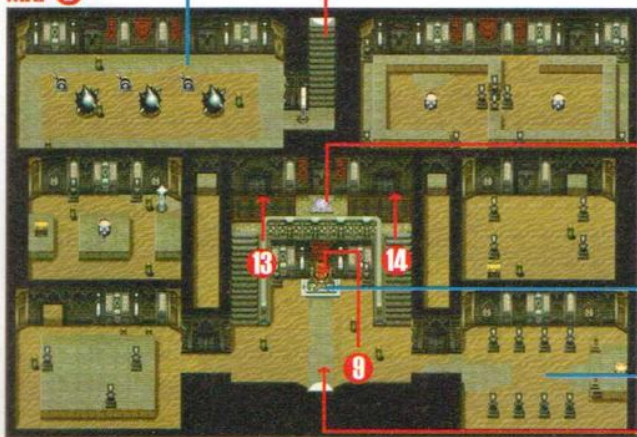
TWO STATUES!

There are two goddess statues located on the outside of the temple. However, a blessing must be obtained from all four in order to make it to the final area in this shrine.

HIT THE SWITCHES!

Stand as far from the spiked balls as possible and use your Iron Flail to hit the switches.

MAP B



SAVE POINT!

TALK TO THE BONES!

After receiving a blessing from all four goddesses, return to the skeleton to be shown the underground chamber!

ENTER THIS ROOM FIRST!

After activating the switch, the doors at the beginning of this level will be open. However, the bad news is that enemies will also appear that must be defeated in order to exit this room.

FIND THE FOUR STATUES!

First open the doors by hitting a switch that is located in the southwest corner of MAP (B). Once the doors are opened, begin to search for the four statues. After finding all four statues and receiving their blessings, go back and talk to the skeleton at the entrance of the temple. He will show the way to the next part of the level, which is underground. The Spike Vantage is the enemy that is most common in this area. Be careful when fighting them. Not only are they very powerful, but they can defend themselves against direct attacks. Since the Iron Flail can be used from a distance, it should be the weapon of choice.

KEY ITEMS

KEY x 3
LONG BOOTS

ITEMS TO FIND

1 SWORD
3 HERBS
1 GILDED FALCON
1 LIFE VESSEL

MAP C



Check 5 → P. 37

MAP E



P. 33 ①

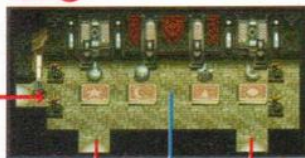
Check 2 → P. 37

MAP F



②

MAP D



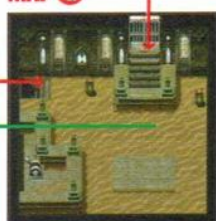
⑬

⑭

TIME TO PLAY CONCENTRATION!

Place the correct symbol onto the corresponding pad. When all of the symbols are on the correct pads, the door will open.

MAP G



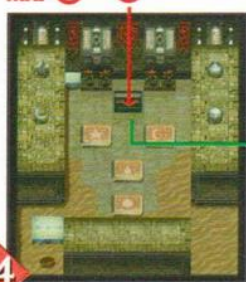
Check 4 → P. 37

MAP H

**SEEK THE FOUR STATUES!**

There are four goddess statues located throughout this shrine. Two are located in the upper left and upper right hand corner of MAP (A). The other two are located in MAP (C) and MAP (J). Finding the statues isn't the only objective. Alundra must talk to each of the statues in order to receive a "blessing" from them.

MAP J

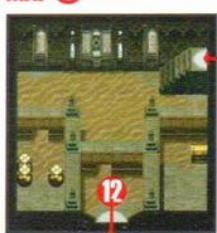


Check 1 → P. 37

GET THE ROCK!

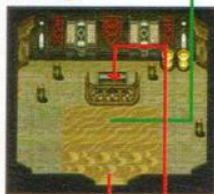
Use the sand cape to get to the rock in the middle chamber. Once you've got the rock, throw it over in the lower left chamber. The rock is necessary in order to jump over the wall to the stairs.

MAP I



⑫

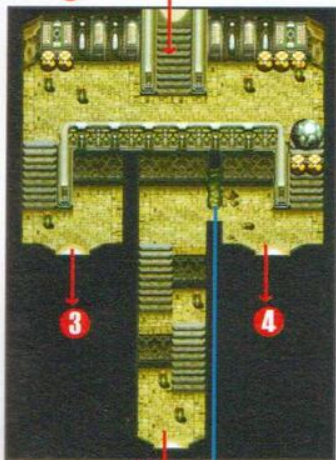
MAP K



8

Check 5 → P. 38

MAP N



3

4

5

BREAK THE WALL!

If the pots below the giant rock are moved, the rock will roll, allowing Alundra the luxury of more efficient movement through the shrine.

MAP L



7

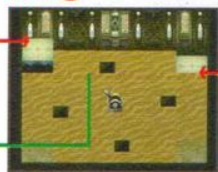
BEAT THE CLOCK!

As soon as a symbol is taken, the clock will start. In order to beat the clock, throw the symbols from as far away as you can onto the correct pad. Hurry, the clock is ticking!

MAP M

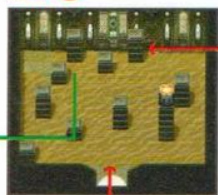


MAP O



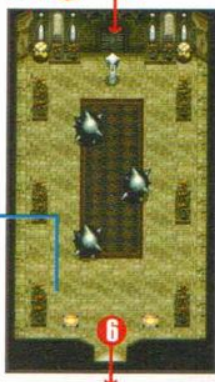
Check 7 → P. 38

MAP P



Check 6 → P. 38

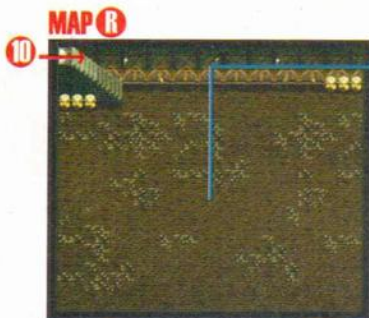
MAP Q



6

ACTIVATE TWO SWITCHES!

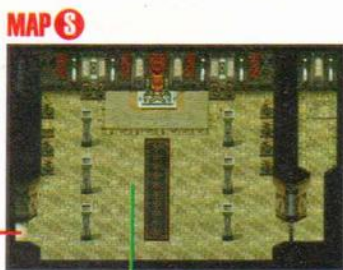
Push the post located to the north of this map to the south and place it on one of the switches. Next, have Alundra step on the other switch and the door will be opened.



MAP R

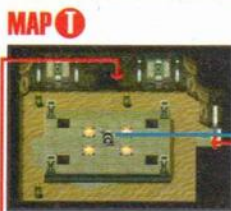
GOING DOWN!

If Alundra falls through one of the holes in MAP (U), he ends up here.



MAP S

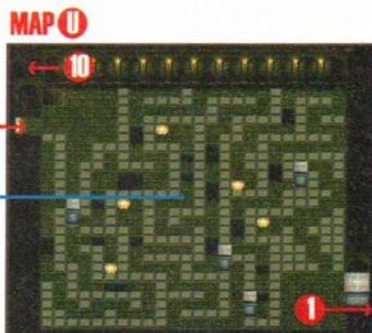
Check 9 ➔ **P. 39** **PREPARE TO ATTEND AN INITIATION!**



MAP I

GET THE BARRELL

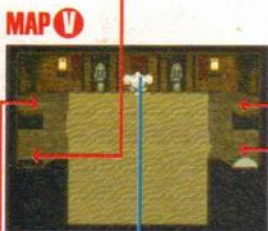
When the switch is activated, either iron balls or a barrel will fall toward the pits. Catch the barrels and place them on the yellow switches in order to open the door.



MAP U

TIMES RUNNING OUT!

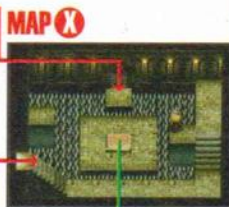
After stepping on the yellow switch, the column that is blocking the way will raise, allowing passage. It'll only stay open for a brief period of time, so hurry!



MAP V

THE EARTH ELEMENTAL!

This massive rock mummy lives deep in the catacombs. It has the ability to shake the ground with tremendous force and toss boulders like cheez-puff balls!



MAP X

Check 8 ➔ **P. 38**



MAP W

DECODE THE INSCRIPTION!

Place the symbols on the pads that correspond to the direction given on the wall. Just remember that "S" is south, "N" is north, "E" is east, and "W" is west.



MAP Y



MAP Z

TIMING IS THE KEY!

Drop the icons on the corresponding pads at the correct time. The best thing to do is watch the symbols and throw the icons when the one BEFORE the one desired appears.



MAP 4



MAP 12

USE THE BOMBS ON THE SWITCHES!

To activate the switches, simply throw a bomb at each switch. After the switches have moved, the block will move, allowing access to the lower level.

Check1 ➔

MAKE YOUR OWN STAIRS

To get the symbols that are located on the right-hand side of the screen, makeshift stairs are required. First, go up on the left side and throw down two icons, but do not place them on the pads! Next, stack the icons on top of each other like stairs, and jump on them to get the icons on the other side.



◀ Use the symbols on the left to get the symbols on the right.



◀ After placing the symbols, the goddess statue is accessible!

Check2 ➔

WATCH YOUR STEP!

The floor in this room is made up of two different kind of symbols: closed and opened eyes. If one of the opened eyes is stepped on, the doors will close. Therefore, make sure that only the closed eyes are walked on. Down at the bottom of the screen, throw the barrel on the opened eyes, jump on it, and then jump to the closed eyes below.



To pass through this area, jump on the barrel in order to avoid jumping on the opened eyes.



Check3 ➔

LOOK EVERYWHERE

There are four pads but only three symbols in this room. First, use the other symbol in the room to get the water and moon symbol. The last icon is hidden behind the lower right column. To get the icon, move behind the column and try picking it up. After picking up the hidden icon, place it on the appropriate (matching) floor switch.



◀ Get the other icons down from the columns, first.

▶ The sun icon is located behind the lower right-hand column.



▲ Use the other icons, in order to jump up to get the others.

Check4 ➔

LEARN HOW TO THROW

After destroying the monsters, a barrel will appear. Jump on the barrel in order to get to the switch on the left. Next, throw a bomb at the switch. Now, throw the barrel toward the door. *Placement of the barrel is critical, as it's required to be jumped on to access the door.* Practice may be required to get it just right...



▲ Throw a bomb to activate the switch.



▲ Throw the barrel as quickly as possible in order to jump to the other side.

Check 5

BARRELS OF FUN!

Walking into the lower sand area will drop you into the room below. So, use the barrel to jump over the sand to the door at the bottom of the room. If an enemy touches the barrel, it will break, so make sure that all the enemies are destroyed first!



◀ If the enemy touches the barrel it will break.



◀ The barrel can be moved safely once all of the enemies have been destroyed.

Check 6

USE THE BARREL AS A STEP



▲ A barrel will appear after killing the enemies.



After all the enemies are destroyed in this room, a barrel will appear. Place it on the column that is to the left of the switch. The barrel should be placed halfway off the column, toward the right. Then, jump on the column with the barrel by standing on the absolute right edge of the column to the immediate left (hint: your feet will be WAY off the column). From there, jump onto the barrel, then to the switch!

Check 7

CATCH THE BARRELS

When the switch is hit, a barrel will fall down, along with some spiked balls. Catch the barrel as it falls by standing halfway on the hole. But, be ready to move quickly, in case a spiked ball drops instead!



◀ Using a bomb to hit the switch will make it possible to move over to where the barrel will fall before it actually drops.

Check 8

STACK UP THE ICONS



▲ Read the sign to find out how to stack the symbols



► Stack the symbols in order from bottom to top: Water, Sun, Moon, Star.

◀ The symbols will appear only after all of the monsters have been destroyed.



Here, four icons appear when you kill all of the enemies. To kill the spike vantage on the left pedestal will require some skill. Jump up into the air and then hit the spike vantage with the iron flail. After he's destroyed, the icons will appear. Read the sign, then stack them in the center of the floor using the hint that the sign gave. Once the icons are properly stacked on top of each other, the door will open.

Check 9

INITIATION OF BLOOD!

To pass this dungeon, a mob of spike vantages must be defeated. They are heartless brutes with high attack power and freakishly long reach. The best attack method is to let them gather around Alundra, then unleashing

a magic attack. Using bombs is also devilishly acceptable. Once the number of enemies is reduced, the remaining ones can be taken out one on one.

▼ Use magic when the enemies surround you.



▲ Use bombs to safely destroy the remaining enemies.



STORYCHECK

REAP THE SPOILS OF BATTLE!

Now that all the enemies have been defeated, the treasure can be collected. Inside the chests two new pieces of equipment will be found: the sword and the long boots. The sword will allow Alundra to do a charge attack. The charge attack is the most powerful attack in Alundra's current arsenal. The long boots will let Alundra walk and jump in sandy and swampy areas as well as increasing the height of Alundra's jumps.





► Kill the enemies to receive a cool reward.

► Holy shiny playthings batman! It's a new sword!



▲ The latest sword makes it possible to do a charge attack.

HOW POWERFUL IS THE SWORD?

Well, it's more powerful than the little dagger Alundra's been using. This sword has the ability to do a charge attack. When fighting tough monsters, use the charge attack by holding down the  button until Alundra begins to flash. At that point, move toward the enemy and release the  button. The charge attack will then be carried out with devastating precision!



▲ Giles: Determined to hate Alundra.

▼ The Water Gate Key can be obtained at the small shrine. See page 141 for details



GILES-BLIND FAITH

Giles, one of the most religious persons in the village, works very closely with Chancellor Ronan in the Sanctuary. He blames Alundra for all of the recent mishaps.

Hurry! The low tide has made it possible to gain entrance to the Coastal Cave. To get to the cave, head south from the village and make your way to Nava's Hut. From there, go right and follow the coastline to the cave.

Before going, make sure to stock up on supplies, because this cave isn't easy.

VOICES

ALUNDRA'S SCENARIO WRITER: ICHIRO TEZUKA

REALITY AND DREAMS.

Q. What is the reason for setting the story in these two worlds?

A. I, myself, wanted to write a story based on a dream. While I was thinking about it, I got an offer for Alundra. I thought it would be fun to have an RPG with the setting in nightmares and dungeons.

For example, if you are talking about the two twins' dreams, there will be two maps resembling each other and they would also be connected.

▼ This story is based on death, creation, and religion is written by Mr. Tezuka. Mr. Tezuka has an established reputation for writing about the dark side of mankind.



Q. The scenario for Alundra is pretty religious, isn't it?

A. The religion is something that people can rely on. I believe that the strongest feeling in the human heart is "to believe." I wanted to focus on that feeling and make the story more real, but I was also worried that it would be too realistic for a game. I myself am not sure that there is a god.

Q. "Death and Creation" is the key to the game, isn't it?

A. I feel that everyone wants to escape their reality sometimes. Inventing a machine, or creating something... Those are results of that feeling, I think, and I wanted to express that in this game. I wanted to make a hero get an item in a very convincing way. That is why I have used the method of death and creation...



PROFILE

After working as a game writer, Ichiro Tezuka has made his debut as a novelist with "The Song for the Last Dragon (Saigo No Ryu Ni Sasageru Uta)." He is also involved in writing the scenario like "The Ring of Sainas," among others.

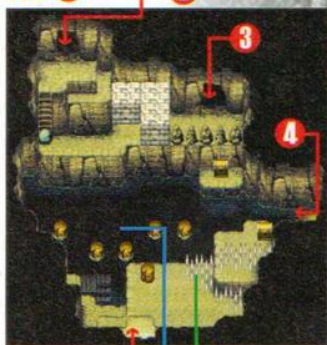
MAP A



DON'T DESTROY!

Don't destroy these blocks! They're needed to jump on in order to get to the door at the top of this map.

MAP B



USE THE MERMAN BOOTS!

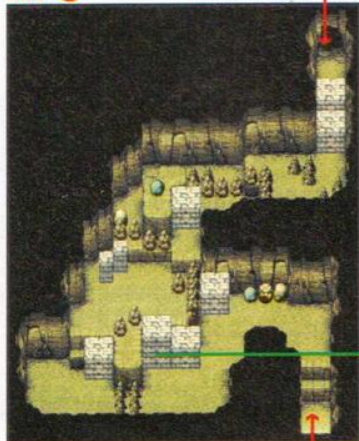
After getting the Merman Boots, Alundra can swim in the water here. Jump on the logs to get the treasure chest on the right.

Check 2 ▶ P. 45

JUMP QUICKLY!

After hitting the switch, some platforms will appear. Don't waste time! Jump quickly across them to get to the other side.

MAP C



FIND THE KEY FIRST!

Find the treasure box placed in the bottom right of MAP (B), to get the key. After getting the key, head here and go through this door to find the Merman Boots.

Check 1 ▶ P. 45

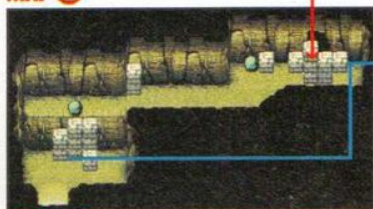
MAP D



KEY ITEMS

KEY x 3
MERMAN BOOTS
EARTH SCROLL

MAP E



MAKING STAIRS!

Destroy the white blocks one by one in order to create stairs. However, be careful not to destroy too many. If you do, the area past the wall will be inaccessible.

ITEMS TO FIND

4 HERBS
1 STRENGTH ELIXYR
1 WONDER ESSENCE
1 LIFE VESSEL
1 GILDED FALCON
30 GILDER

START

USING THE FLAIL IN THE COASTAL CAVE!

Unlike the Ancient Shrine, where the Iron Flail was used for battle, in the Coastal Cave the flail is used to clear many of the traps. Use the flail to make the white blocks into stairs, or just destroy blocks that are obstructing the path. If a necessary block is accidentally destroyed, exit the map and reenter. The blocks will be reset to their original positions. After getting the Merman Boots in MAP (M), swim in the deep water toward MAP (Y) and the boss. The key for MAP (X) is hidden in a treasure chest surrounded by the white blocks in MAP (W).



▲ Don't destroy all of the blocks! Some of them are required!

MAP G



THE SECOND GEMSTONE!

Once the post holding the iron ball is destroyed, the ball will roll away and the second gemstone will drop. Make sure to light the gem by hitting it.

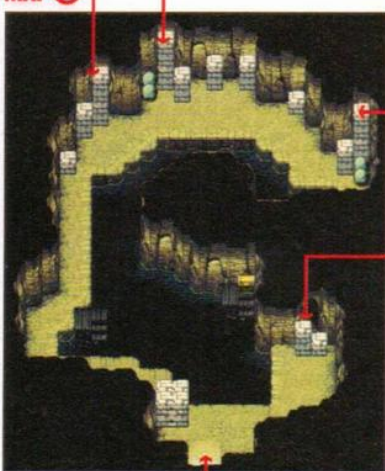
MAP I

Check 3 → P. 45



2

MAP J



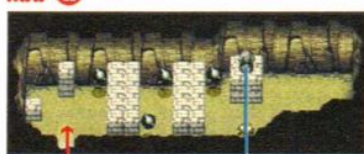
MAP I



THE THIRD GEMSTONE!

The third gemstone will be found after destroying all of the enemies. It will appear in the upper right hand corner of the map.

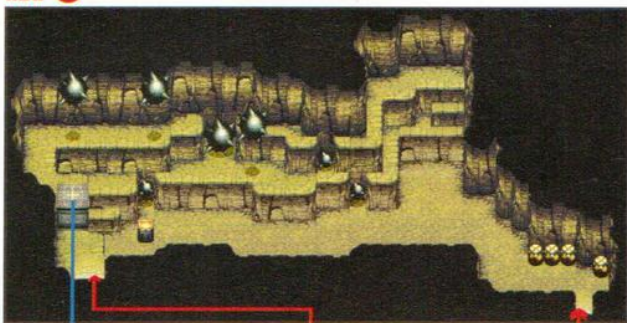
MAP K



THE FIRST GEMSTONE!

To get to the first gemstone, jump on the stone blocks at the left and hop all the way to the right. After getting to the gem, strike it with your sword or flail.

MAP L



RUN VERY FAST!

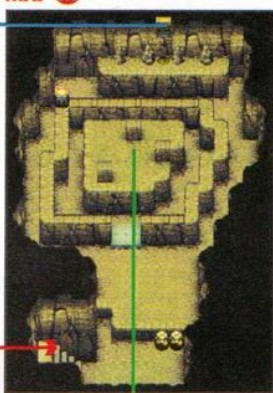
When the switch is stepped on, the block that is obstructing the exit will float into the air for a brief time. Move quickly through the spiked balls and under the block before the time runs out and the block falls.

3

GET THE BOOTS!

After activating all the switches, the chest with the Merman boots will be accessible.

MAP M



2

Check → **P. 46**

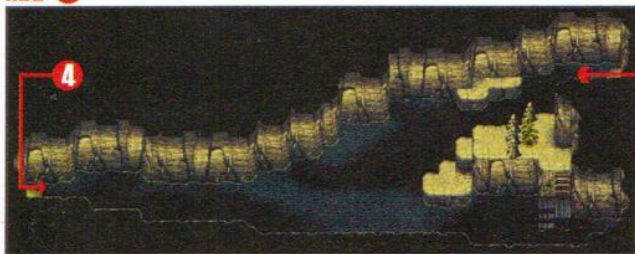
MAP N



JUMP QUICKLY!

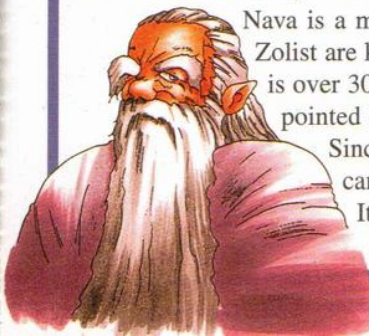
The platforms in this room will only stay floating for a brief time. Jump quickly across the platforms to the treasure chest.

MAP O



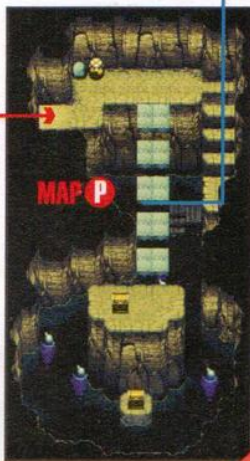
4

NAVA-OLD, WISE AND CRANKY



Nava is a member of the Zolist Tribe. The Zolist are known for their longevity. Nava, is over 300 years old. King Snow has appointed him as a protector over a crest. Since the Zolist don't dream, Melzas cannot infect Nava's subconscious. It's going to be a long time before Alundra can get Nava's crest.

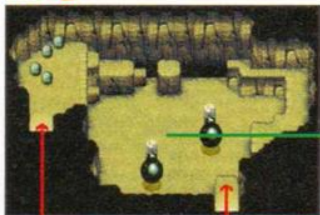
MAP P



MAP R



MAP S

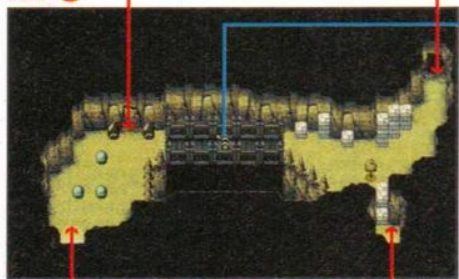


Check 5 P. 46

MAP T



MAP U

**HIT THE SWITCH!**

After activating this switch, enemies will appear. Use a charge attack to quickly dispatch them and keep moving.

MAP V

**BALL JUMPING!**

Destroy the post that's connected to the iron ball so that the ball lands near the bottom of the ledge on the right. Next, use the barrel to jump on the ball, then jump from the ball to the ledge and head for the door.



MAP W

MAP X

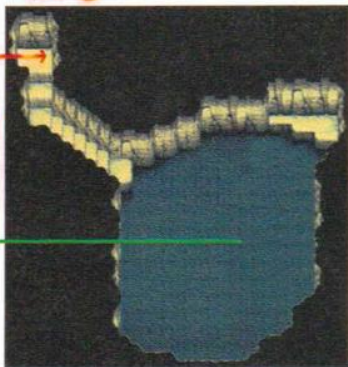
**SAVE POINT**

Check 7 P. 47

FIGHT THE BOSS!

This boss is really easy to defeat if a sword charge attack is used. Bombs are the second best choice.

MAP Y



Check 6 P. 46



Check 1 ➡

BE A STAIR MASTER!

Some blocks will have to be destroyed in order to get to other blocks. Be careful not to destroy too many blocks, however! If you do, leave the room to reset the puzzle and try again.



◀ Break this block in order to jump up to the next level.



◀ Grab the rock to the right and carry to the top of the screen. It's going to come in handy!

Check 2 ➡

DROP A LOG, GET A KEY!

In order to open the treasure chest on the right without receiving damage, use the log in the center of the screen. Throw the log on the spikes and jump on it to get the treasure chest.



▲ The key in the treasure chest is necessary to open this door in MAP (D).

▼ Hold the log and jump over the spikes to the upper platform. Next place the log on the spikes and jump on it in order to get to the treasure chest.



Check 3 ➡

ACTIVATE THE GEMIS!

FIRST GEMSTONE

Jump on the white blocks by using the left rock as your starting point. Then jump along the blocks to the gemstone. Hit the light when Alundra's next to it.



SECOND GEMSTONE

Once the post restraining the iron ball is destroyed, the ball will roll away and the second gemstone will drop. Make sure to light the gem by hitting it.



THIRD GEMSTONE

The third gemstone in this room appears after all of the enemies are destroyed. It will appear in the upper right hand corner of the map. After lighting all of the lights, the exit stairs will appear in MAP (H).



▲ After destroying the enemies, the last gem will appear.

Check 4 →

FIGHT TO GET THE BOOTS!

After stepping on the switch, enemies will appear. When all the monsters are destroyed, a new switch will appear. Activate all four switches in order to get to the treasure chest that contains the Merman Boots.



▲ Every time a switch is stepped on, new enemies will appear.



▲ The safest place to jump from the center to outside ledge is at this point.



▲ Use a charge attack to quickly destroy all the enemies.

Check 5 →

PASS THE ASPIRIN, PLEASE!

Break the post connected to the iron ball, so that they'll move to the correct position. As soon as the ball swings to a position almost exactly opposite of where you want it to go, break the post.



◀ Destroy the bottom post when the ball is in this position.



◀ The two balls need to be at these locations in order to get to the bottom door.

Check 6 →

TIMING IS THE KEY!

After activating the switch by jumping on it, jump on top of the rock. When the rock is next to the moving platform, jump on it. But jump back to the rock as soon as you can. Just before the rock falls into the hole, jump onto the next moving rock. Next, jump to the ledges on the back wall in order to avoid the moving spiked ball. Once it has passed, immediately jump back on the rock. Then, jump from the rock to the switch before the rock falls into the last hole. Once it's in the hole, it'll be impossible to jump up to the switch. The key here is to relax, and most of all, begin the puzzle as soon as the room is entered. If you delay, the timing of the spiked ball at the end relative to the rock may be wrong, forcing a re-try.



▲ Don't stay on the moving platform too long or it'll be impossible to jump back onto the rock.



▲ Jump to the ledges on the back wall in order to avoid getting smacked by the spiked ball.



Check 7 → ROTO-ROOTER THIS SUCKER!

The fastest way to kill this boss is by using the charge attack. Try to keep the sword at full power in order to allow Alundra to give a full power punch right when it comes up for air.



▲ Use the sword to destroy these obstacles.



▲ Attack when the boss comes out of the water.



▲ The best time to attack is at this moment.



STORYCHECK WHERE IS THE STOLEN CREST?

Uma, like Lars, is one of the guardians sworn to protect the crests. However, the crest that she was assigned to protect has already been stolen.

In order to protect the next crest from getting stolen, Alundra must hurry back to the village to learn about the latest happenings, as well as to discover where the next crest is located. Time is critical, since the Murgg are gaining the upper hand with Melzas' help!



▲ The boss in this level was actually one of the guardians.



▲ There are seven protectors of the crest in all.



▲ The crest has been stolen! Time to take a bite out of crime!



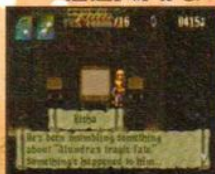
▲ The Water Scroll will be awarded after defeating the boss.

UMA-LONELY GUARDIAN

Uma took up residence in the Coastal Cave after becoming a guardian. Soldiers used to wait in this cave to attack enemies that would try to invade the land. Uma now uses it as her keep.

STORYCHECK

While Alundra searched the Coastal Cave, a new visitor arrived in the village of Inoa. She, like Alundra, is able to enter people's dreams. The villagers say that she is staying at Myra's house in the south part of the village. Is this new visitor a friend or foe?



► Has Meia been led to this village by the guardians as well?



ELNA'S CURVIEST MEMBER

◀ Watch your back! It seems like Giles is on some kind of freakish crusade.



MEIA- FRIEND OR FOE?

Since the death of both parents, Meia has been aimlessly traveling from place to place. One day, while helping a man terrified by recurring nightmares, she realized she had the power to dreamwalk. However, her motives are unknown...be careful.

STORYCHECK

THINGS ARE ABOUT TO GET WEIRD!



Melzas is not only giving people nightmares to frighten them into submission, but he hopes to end Alundra's life as well. Melzas has taken control of the villager Kline's dream. He plans to use Kline to kill Alundra. Can you rid Kline of Melzas's horrible nightmare before it's too late?



◀ Eat your fruits and vegetables. See what irregularity can do to you?



◀ Hurry, to catch Kline before it's too late to save him!

KLINE-A GOOD HUNTER

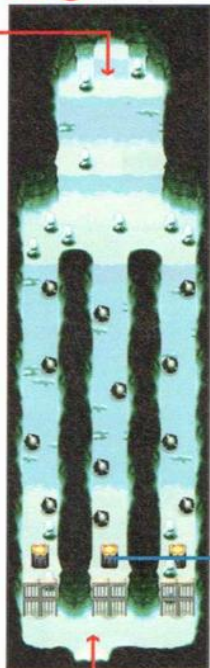
Despite his stern appearance, Kline is a very kind and likeable man. Not only is he known as the best fisherman in the village, but he's a deadly accurate archer as well.

KLINE'S NIGHTMARE

MAP A



MAP B



KLINE'S NIGHTMARE!

To complete Kline's nightmare, three towers will have to be completed. So, search the left tower, the right tower, and finally, the center tower. Note that the cave in the upper right of MAP (C) must be cleared before the center tower will open.

HIT THE CENTER SWITCH!

Activate the center switch first in order to proceed through this maze.

THREE KEYS TO PROCEED!

Three keys hidden in the three towers are necessary to unlock these three gates.

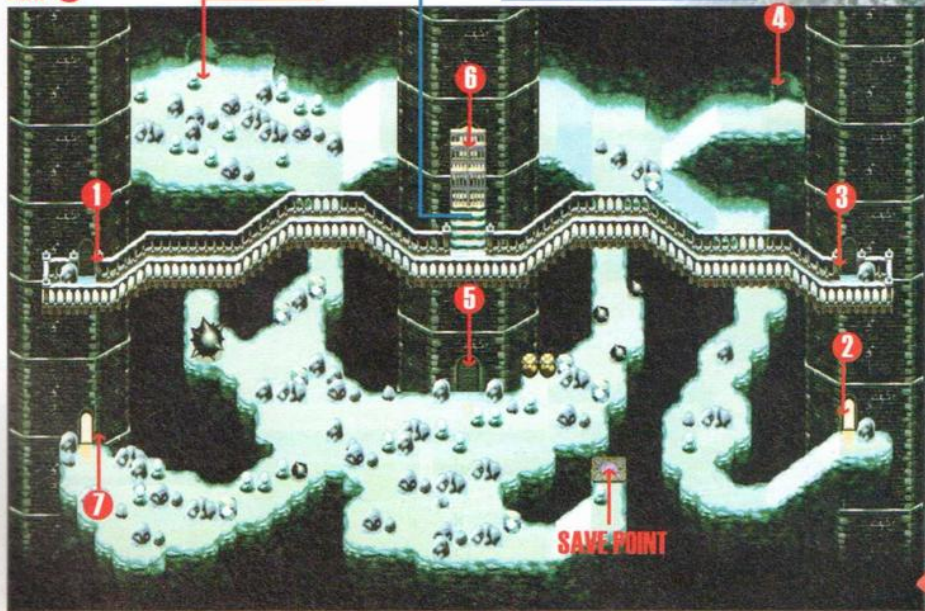
KEY ITEMS

KEY x 3

ITEMS TO FIND

- 1 HERBS
- 1 STRENGTH TONIC
- 1 LIFE VESSEL
- 1 GILDED FALCON

MAP C



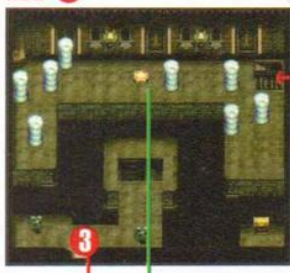
MAP D



JUMP!

Jump from this point to reach the key below.

MAP D



Check 5 P. 51

MAP D

THE THIRD TOWER!

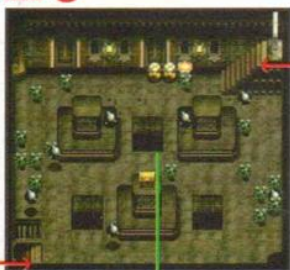
When you step on this switch, the entrance to the third tower will open.



CONTROL THE ROCK!

The rock changes directions when you hit the switch. Guide the rock to the upper left.

MAP E



Check 2 P. 52

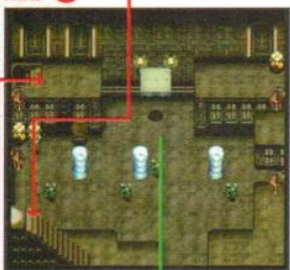
MAP D



USE THE PILLAR!

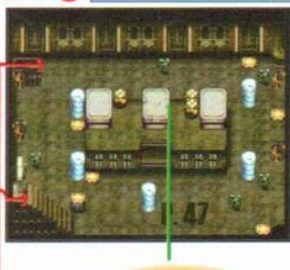
Move the upper right pillar down, left, up, and then right to reach the stairs.

MAP F



Check 1 P. 51

MAP D



Check 4 P. 52

MAP G



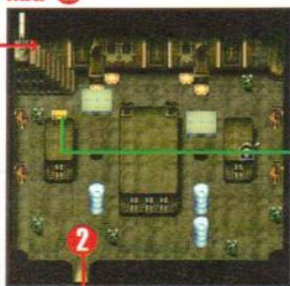
PILLAGE!

After dispatching the enemies, the switches can then be activated.

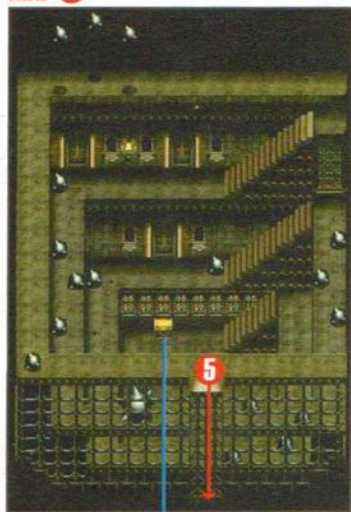
FOLLOW THE ARROWS!

Cross here to get to the switches in the back.

MAP D



Check 3 P. 52



THE THIRD KEY!

The third key will be found in this treasure chest. Without this key, MAP (N) is inaccessible.

WATCH THE SHADOWS!

To get past this point, it's important to watch the shadows of the iron balls, and their movement patterns.

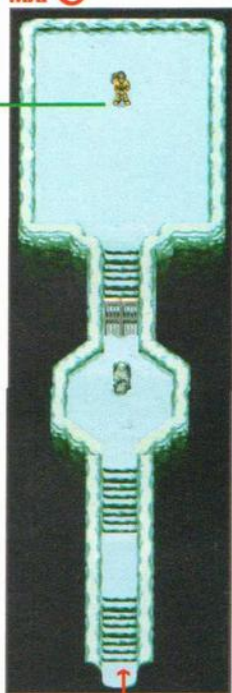
TIME FOR KLINE!

Check 6 → P. 53

MAP N



MAP O



Check 1 → ICE PILLARS - BLESSING? CURSE?

To get out of this room, move the right pillar left and then up. Next, move the center pillar down, right and down again. Finally, move the leftmost pillar toward the right. Now, go back and climb up the ladder, jump to the floating platform, and then down and over to the left. Use the pillars that you moved as footings.



◀ Push the ice pillar, under this floating platform to steady it.



▲ First move this pillar to the right.



▲ Move the center pillar down to the bottom of the room.



▲ Don't forget to jump on the column at the bottom!

Check2 ➔

QUICKLY HIT THE SWITCHES!

Every time a switch is activated, a new switch will appear. Run (jumping helps) to each switch as quickly as possible, because they disappear after a certain amount of time. If all the switches are activated, the door in the upper right will open.



▲ Don't worry about the iron ball or getting hurt. Just, um...just do it!



▲ To reach this treasure box, jump down from the room above.

Check3 ➔

HIT ALL THE SWITCHES!

The treasure box in the left side of this map can only be reached by going through a hidden pathway in MAP (J). First, move the ice pillars around until they land on three of the switches. After stepping on the fourth, the door will be opened. Now, when in MAP (J), jump on the cracked block a few times and it will break, revealing the pathway.



► Just remember that the pillar will keep sliding until it hits something.

◀ When the switch is hit, the platforms will move. Use this to get the treasure chest.



▲ Place the three pillars on the switches in the upper part of the map, step on the fourth, and the door will open.

Check4 ➔

USE THE ICE PILLARS!

To solve this puzzle, push the pillars the direction of the arrows, in order.



Check 5

THIS ONE'S A NIGHTMARE!

Without a doubt, this is one of the most challenging puzzles in the game. However, with a little perseverance, and the ability to follow directions, this puzzle shouldn't pose a real problem. Just remember to push the pillars in the direction of the arrows.



Check 6

FIGHT TO SAVE KLINE!

The nightmare monster here will try to kill Alundra and Kline by sucking them into his body. If Kline gets sucked into the monster's body, Alundra will be severely damaged. So, stay between Kline and the monster.



◀▼ Alundra will get damaged if Kline is sucked into the beast. Try to push Kline back away from the enemy. Don't let him wander too close, or there'll be hell to pay!



◀ Damage this abomination by tossing bombs and letting it suck them in. When it starts sucking, make sure that Kline is safe, then hold Kline back. Wait for a break and repeat.



STORYCHECK AT ODDS WITH MEIA

Driven by his horrible nightmare, Kline himself turns into a fearsome monster. Alundra has no choice but to fight Kline, to Kline's eternal detriment, just as Sybill's dream foretold. After Kline's death, Jess creates a new weapon called the Hunter's Bow. Meanwhile, Meia voices her opinion that Alundra is going about solving the villager's problems incorrectly, and decides that she could probably do better. Unfortunately, things are about to get much worse before they get any better, it seems...



▲ Kline turns into a hideous monster.



▲ Alundra had to kill Kline in order to save the villagers.



▲ After Kline's death, Jess creates the Hunter's Bow.



▲ Meia disagrees with Alundra. Will they ever get along?

STORYCHECK HEAD TO THE SWAMP!



▲ Listen to Jess and make tracks to the swamp.

The village has lost Kline, Meia's turned moody, and Giles still hates Alundra, but there's little time to worry about that. Head out to the swamp located southeast of Inoa. Make sure to get the Hunter's Bow from Jess, you're going to need it to gain entrance to the Reptile Lair.

HEAD TO THE SWAMP!



▲ Shoot the green balloon.

Once in the swamp area, use the Hunter's Bow to hit the green balloon on the stand. After changing the balloon to red, the reptile statue will move, allowing entrance into the dreaded Reptile Lair.



MAP A



Check 1 → P. 59

EXIT THE ROOM!

Exit the cave through this map. There are a lot of slimes located in this room. Don't waste your time trying to kill them; just head for the door.

MAP B



THE FLOOR IS TRAPPED!

Spikes raise up out of the holes in the ground here. Wait for the right time to cross them, then quickly jump across them.

MAP C



Check 2 → P. 59

STEPS TO APPEAR!

These steps will appear when the switch in the upper right of this map is activated.

KEY ITEMS

KEY x 3
CREST
FIRE SCROLL

ITEMS TO FIND

4 HERBS
3 STRENGTH TONICS
1 LIFE VESSEL
1 GILDED FALCON

WATCH THE STATUES!

All three of these stone statues will attack when approached. Once they are destroyed, the door will open.

LEARNING TO HATE THE LIZARDS!

The stone statues that are set throughout this level are the key to defeating the enemies in this cave. The lizards will often leap from the statues to attack you. It's important to kill all of the enemies, since many of the puzzles in this cave will *require* that you kill all of them before you can advance. Make certain that you have plenty of healing items before entering this cave.



▲ Watch out for the statues that come to life!

MAP D



Check 5 ▶ P. 60

Check 6 ▶ P. 61

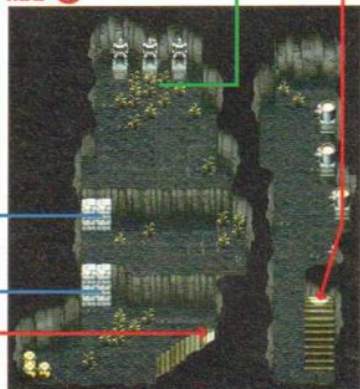
MAP E



Check 4 ▶ P. 59

Check 3 ▶ P. 59

MAP G



MAP F



MAKE YOUR OWN STAIRS!

Destroy the blocks using the Iron Flail. By breaking the block into sections, stairs can be fashioned.

DESTROY THE STATUE!

The statue to the lower left will turn into an enemy. Once its destroyed, the switch can be accessed.

HOW TO KILL 'EM!

When battling the sword-wielding lizard enemies, wait until they attack before attempting to hit them. When he raises his sword, he's vulnerable to attack.



▲ The enemies here are not shy.

▼ Use a charge attack to destroy the enemies.



SAVE POINT!

Remember to save the game frequently. Death can be frustrating, so use this "insurance!"

MAP I

Check 7 → P. 61

6



MAP I

7



MAP J



DESTROY THE STATUES!

Destroy the stone statues and stairs will appear. The six statues by the wall will turn into enemies as soon as you get close. Avoid getting close to them by destroying them with the Hunter's Bow from across the room.

DESTROY EVERYTHING!

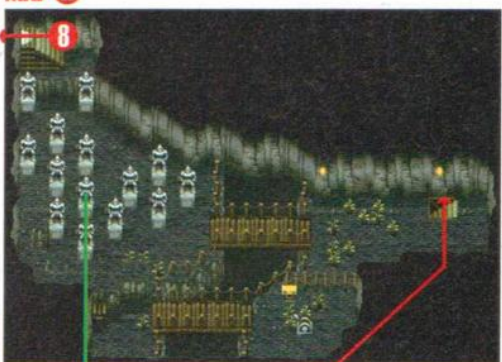
First, destroy all the statues. After destroying these statues, the top portion of the map becomes accessible.

MAP L



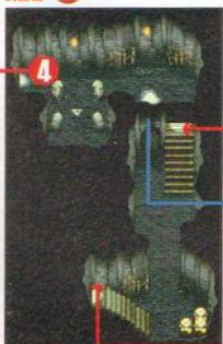
MAP K

8



Check 8 → P. 60

MAP M



THE LAST DOOR!

This door leads to the lair of the Reptile Boss. You'll need to find the key in MAP (K) to open the door.

MAP N



Check 9 ♦ P. 60

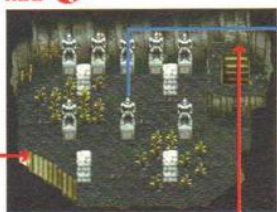
MAP O



HIDDEN SWITCH!

Break the blocks to find the hidden switch. Be prepared, because when the switch is activated, the statues will come to life.

MAP Q



CAN'T GET FURTHER?

Destroy the statues to enable the block obstructing the stairs to disappear.

Check 10 ♦ P. 61



MAP R



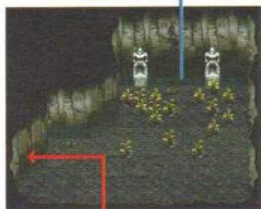
MAP U

MAP S



GET THE KEY!

Bomb the back of this wall. After destroying all the lizards that will appear, a chest containing a key will fall.



MAP U

Check 11 ♦ P. 61

THE SWITCH!

To get to this switch, jump from the right white stone column to the left center column. After reaching that column, jump down to the switch. Once the switch is stepped on, the stairs at the top of this map become accessible.

MAP I



USE THE FLAIL!

EIGHT ALL AT ONCE!

When entering this room, all eight statues will come to life and attack. It's possible to fight them by using the charge attack, but wiser just to run past.



Check 12 → P. 61

FIGHT THE LIZARD KING!

JEAL'S HIDING PLACE!

This place covered with mud and slime, is viewed by many as a fearsome place inhabited by beasts. Since few people come to the swamps, and very few survive long enough to reach this point, the Guardian Jael has decided to make this cave his resting place.

Check 1 →

MOVING PLATFORMS!

The three moving platforms in this area are all at different heights. Jump from the lowest to the highest platform. Pay attention to the shadows to determine which platform is the highest.



◀ Judge the heights of the platforms by their shadows.



◀ First make your way to the switch on the left.

Check 2 →

USE THE HUNTER'S BOW!

The left switch can be activated by using the bow. Stand in the location shown and shoot arrows in order to hit the switch.



◀ Shooting the arrows from this location will activate the switch even if it is not shown on the screen.

Check 3 →

SMASH THE STATUES!

A never ending stream of lizards will come out of these statues. To stop them, destroy the statues by using the sword or the flail.



◀ The lizards will keep coming until the statues are destroyed.



▲ Attack the statues by using the sword. Jump and hit with the sword or flail to destroy them.

Check 4 →

GO AND GET THE KEY!

In order to open the treasure chest at the south side of the map, jump on the post from the left and make your way to the bottom of the map.



◀ Use the post on the left to start jumping toward the post to the south.



◀ The key to open the door in MAP (A) is here.

Check 5 →

BREAK THE COLUMNS!

Only some of the stone columns in this room can be destroyed with the Iron Flail. Clear a path to the landing on the left.



◀ After destroying all of the smashable columns, it should look like this picture.

Check 6 →

WHERE ARE THE STAIRS?

After jumping from the stone columns to the land, destroy the lizard statues. Once that is done, the stairs will appear.



◀ Defeat both the lizards and the statues.



◀ When these statues are destroyed the stairs will magically appear.

Check 7 →

ATTACK WHEN THEY GLOW!

The eight stone statues will glow for a brief period of time. During that time, destroy all of them.



◀ Strike fast and furious when the statues start to glow.



◀ Use the sword and jump attack these statues.

Check 8 →

USE SOME STRATEGY!

Let the stone statues change into the lizards, then use the empty stands to jump up to the platform at the left. Then, throw bombs at them to easily destroy them without getting hurt.



▶ Jump over to the ledge to bomb the enemies.

◀ Walk into the center of the statues to piss off the lizards.



▲ If the switch is activated, the stairs at the upper left will appear.

Check 9 →

ACTIVATE THE SWITCHES!

When entering this room, quickly destroy the enemies as well as the stone statues. Next, jump onto the upper switch. When the first switch is activated, a second switch will appear. Hurry and jump onto that switch before the time runs out. After activating all the switches, the gate to MAP (O) will be opened.



▲ First destroy the stone statues to make a place for Alundra to jump.



▲ Jump to this statue just like this.

▼ After stepping on the first switch, hurry to step on the second - it's timed!



Check 10 → FIND THE TWIN STATUES!

There are two giant stone statues in this level. When the one in MAP (R) is destroyed by using the bomb, the statue in MAP (T) will also be destroyed allowing access to the right.



Find and destroy the other statue that looks like this to remove this one from your path.



Destroy the statues twin by using the bombs.

Check 11 → KEEP DESTROYING STATUES!

After replenishing Alundra's health on the triangle to the left of the statues, continue to the right. Some of the statues will turn into enemies. Keep destroying the statues until a path is cleared to the right.



▲ Restore Alundra's physical strength here before continuing.

▼ Use the bow to destroy the the enemies from a distance.



Check 12 → USE THE SWORD!

The quickest way to destroy this boss is to use the charge attack with the sword. With proper timing, the boss can be hit along with his annoying little peons around him.



▲ Use the charge attack.



▲ When Reptilicus Maximus stomps, people listen.



▼ Restore physical strength before continuing.

A FAITHFUL SERVANT!

Ever obedient to Jeal, Reptilicus Maximus has been protecting this cave from intruders. Unfortunately, Alundra's considered an intruder.

STORYCHECK RECEIVED A NEW CREST!

The lizard-men are not working for Melzas, but for the protector of the crest, Jeal. After realizing that Alundra is the "Releaser," Jeal entrusts him with his crest. Check the room to the left!

JEAL- LEADER OF THE PACK

The very intelligent lizard-men worship Jeal, who has been living in the cave at the swamp, as the guardian, and their king.

▲ Listen to the wisdom Jeal imparts.

▶ Remember to GET the crest before leaving the cave.



STORYCHECK GILES NEEDS YOUR HELP!

Giles has succumbed to a terrible nightmare. When Alundra arrives, Kisha informs him that Meia has refused to enter his dream to save him. Kisha begs Alundra to enter Giles' dream with the hope that Alundra can save him. However, with the way Giles has been treating Alundra, should he really save him? Of course, Alundra decides to help poor Giles. Stupid Schmuck. Just a side point, it seems that Ronan has been missing from the village. Something strange is definitely going on....



▲ Guess what? More problems in the village. Yeah, like you didn't already know!

▼ Meia reminds you of your failure with Kline.



VOICES II

ALUNDRA'S DIRECTOR: YASUHIRO OHHORI

Q. People mention the difficulty in playing Alundra. Did you make it hard on purpose?

they have actually accomplished something.

A. I wanted to create a game that you can really play. Games these days mostly value their story. A player does not have to do anything to advance in the game. I did not want to create that kind of a game. I wanted to create a game in which the player could really work on his own, not one in which the story is the most important thing. I wanted to supply a game in which the player could feel like

Q. On PlayStation, there are many users who do not play this type of game usually. Do you think that this game is too hard for those users?

A. What do you think about the balance of this game, I have prepared many ways to escape. For example, at the places where there is a difficult battle, I have set it up so that more recovery items will appear and so on.



PROFILE

Yasuhiro Ohhori, is the director of Matrix Corp. After doing many games, he is still best known for the hit Landstalker™.



▲ Solving a puzzle by yourself creates a sense of accomplishment.



▲ Fighting against enemy characters which have their own special attacks is appealing as well.

I even prepared more than one solution for the puzzles in the game. You don't need to find "the one and only" solution. It's like there is the right way, but you could solve it this way too. The thing is how you find the solution. So this might not be an easy game, but I don't think it's super hard either.

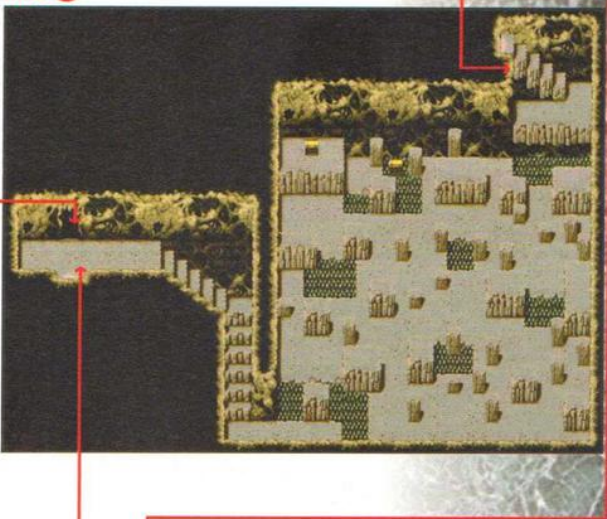
MAP A



FIGHT FOR THE SWITCH

Here, a number of enemies must be defeated. When the switch finally appears and is activated, the block in the lower left side of MAP (D) will disappear.

MAP B



MAP C



ITEMS TO FIND

- 1 HERB
- 1 WONDER ESSENCE
- 1 LIFE VESSEL
- 1 GILDED FALCON
- 30 GILDER

BUILDING BRIDGES!

The blocks will move in whichever direction Alundra pushes them. Push the blocks out into the holes and use them to reach the stairs in the upper right.

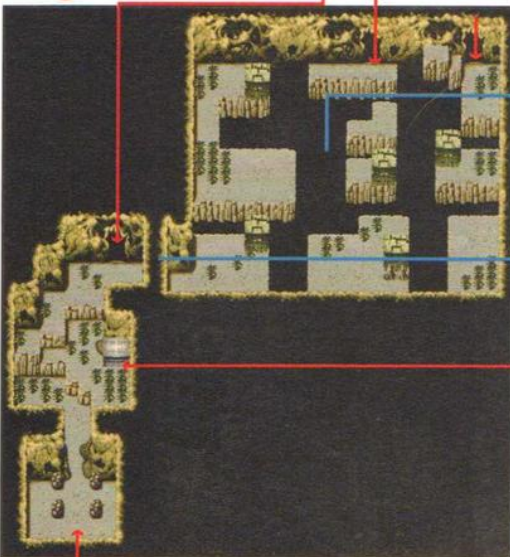
HOW TO DESTROY THE WALL!

When the switch in MAP (E) is activated, this wall will disappear, allowing access to the room to the right.

JUMP ON THE POT!

After you defeat the enemy, hurry to the right. Get to the switch by jumping on the pot, and then over to the ledge.

MAP D



START

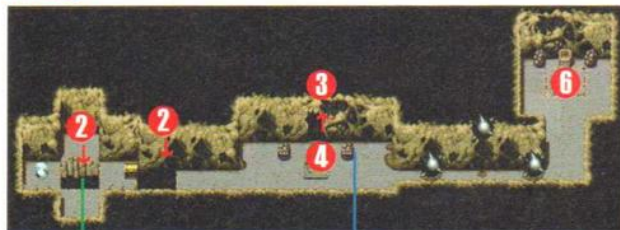
MAP E



FALL DOWN THE HOLES TO ADVANCE!

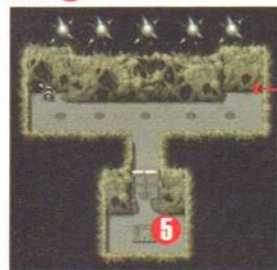
In Giles dream, holes must be used to access certain maps. Use the Direction Buttons on the controller while falling to guide Alundra onto ledges he would ordinarily just fall past. This dream is like a one way street. When one map is finished, move to the next one. Using this method, it's hard to miss the boss!

MAP F



Check 3 ➔ P. 67

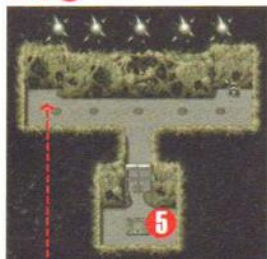
MAP G



DON'T WALK IN FRONT!

Do not walk in front of the stone statues! Doing so will cause walls to appear on both the right and left side blocking meaningful advance on the level. If the trap is tripped, exit the room to reset the puzzle.

MAP I



MAP I



Check 1 ➔ P. 67

MAP I



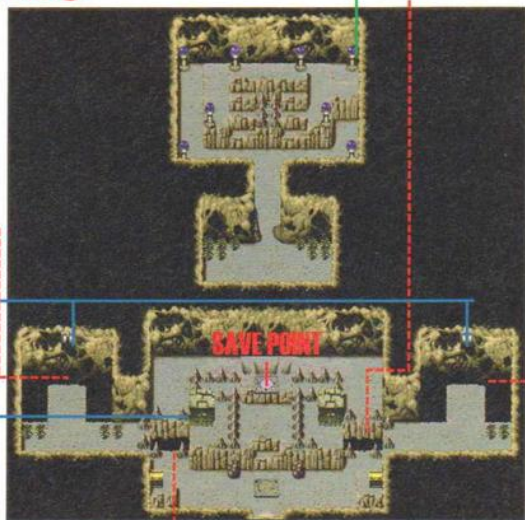
HIT THE SWITCH!

When the switches are activated at the right and left side of this map, the wall at the center of the map will disappear.

USE THE IRON FLAIL

Standing in the center pathway, use the flail to hit the square blocks. The blocks will fall into the holes, allowing movement to the right and left.

MAP I



↑ ← **I**

CONTROL!

Alundra is able to change his direction while falling by pushing up, down, right, or left on the controller. This is a required skill when dropping down the hole in MAP (F).

MAP 1



Check 3 → P. 68

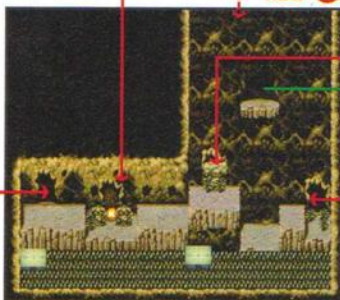
MAP N



THE ENEMY IS WAITING!

Since many foes are waiting in this godforsaken place, have plenty of herbs and items to recover physical strength as necessary.

MAP O



MAP P



Check 4 → P. 67

MAP M



SOLVE THE MAZE

The treasure box in the center of this maze will float up into the air when a certain time has passed. If that happens, exit this room and start again. So don't waste time, just run for the chest.

MAP B



Check 2 → P. 67

KILL ALL OF THE ENEMIES!

Before activating the switch, make sure to kill all the enemies in this room.

MAP I



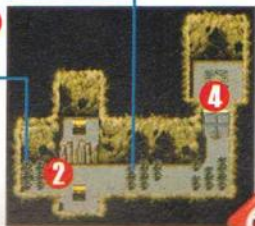
AVOID THE ROCKS!

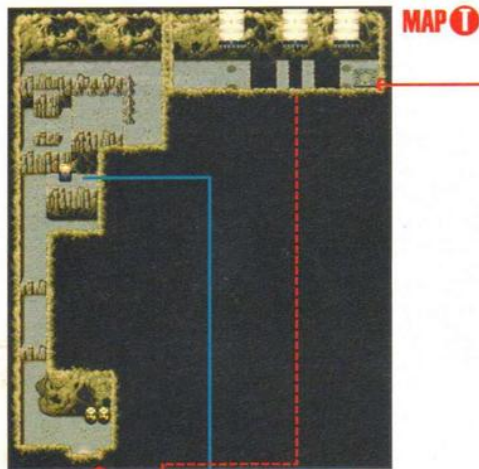
The rocks that roll down the pathway can be avoided by moving to the far right or left. The rocks roll down two at a time, so once they pass, make a run for the door.

MAP S

A HIDDEN SWITCH

There is a switch hidden behind the bushes to the left. When it is hit, the door that is blocking the upper right room will open.

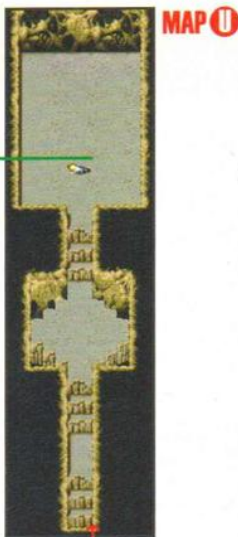




MAP I

Check 7 ♦ P. 68

TIME TO SAVE GILES!



MAP II

MAP V



JUMP FROM THE SWITCH!

This is one *difficult* jump. Jump from the switch to the other side. Hurry, because there are two more switches that it's necessary to activate before time runs out.

WATCH THE STATUES!

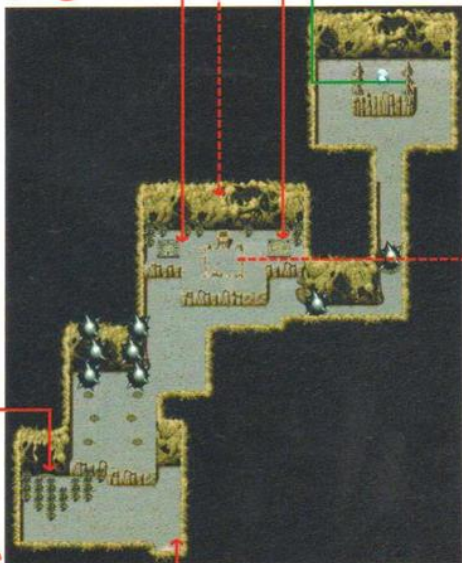
The stone statues on either side of the room will change into enemies as Alundra walks to the north. Just be sure to watch for their attack.

MAP W



Check 6 ♦ P. 68

MAP X

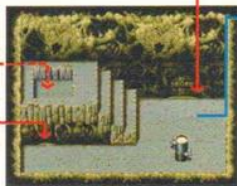


MAP V



LOTS OF ENEMIES!

Enemies will gang up on Alundra here. Fight in the upper left of the map to avoid being hit by fireballs.

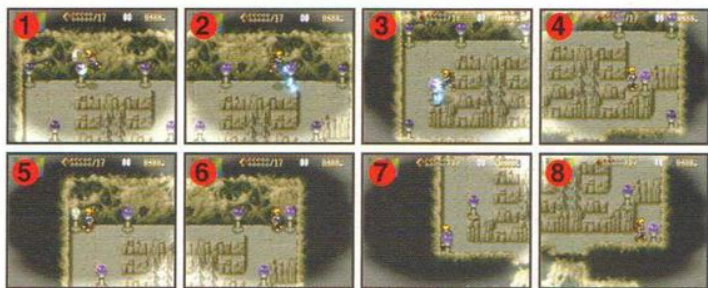


MAP Z

Check 1 →

DECK THE LAMPS!

To activate the warp pad that leads to MAP (F), hit the lights according to the order shown in the pictures. The total time allotted is limited, so hurry and light them all before the lights go out. If they do, start again.



Check 2 →

TAKE THE ICE BLOCK!

Light the lamps in the order shown. An ice block will appear. Quickly grab the ice block and run to the left side before the blocks are lowered.



▲ After getting the ice block hurry and run to the left.

◀ Light the lamps quickly in the order shown here.

▶ When the ice block is placed on the stand a pit will be opened.



◀ Jump in the hole and you'll be taken to MAP (F).

Check 3 →

STIER TO THE LEFT!

When you jump into the pit in MAP (R), hold down the left Directional Button on the controller. This will allow Alundra to land on the left side of MAP (F). Grab the ice block and go to the upper right stand in this map.



◀ By holding the left button down on the controller, Alundra can land by the ice block.



◀ In order to make the jump across this hole, stand on the treasure chest.

Check 4 →

CRUSH THE COLUMNS!

When dropping into the pit in MAP (N) hold the "up" Directional Button in order to land on the top platform. Once Alundra lands, go inside the room and kill all of the monsters.



▲ To land on this platform, hold the "up" button on the controller.



Check 5 ➔

TURN THE SWITCHES GREEN!

All of the switches can be turned green by just stepping on all four outside switches one by one. Just remember that whichever one is activated will change all adjacent switches as well.



◀ On all four sides step on the switches in this place.



◀ They can all be changed to green by stepping on just four switches.

Check 6 ➔

FALL DOWN THE PIT!

If you jump into the center pit in MAP (T), you can land where the ice block is in MAP (X). Once you get the ice block drop down to the ground. You might need to drop the ice block to kill the enemies.



◀ You'll need to drop down the middle pit to reach the ice block.



◀ After you get the ice block drop down and fight the enemies.

Check 7 ➔

YOU MUST PROTECT GILES!

You must fight the same monster that was in Kline's dream. You'll need to drop bombs and let this beast suck them into its body. If Giles gets sucked into the beast, Alundra will be killed. Be careful!



◀ If the enemy sucks in Giles, Alundra will be killed.



◀ Use the same technique that you used when you tried to save Kline.

STORYCHECK

GILES NEEDS YOUR HELP!



▲ Giles doesn't seem to happy about still being alive.



◀ Rumi is glad that their prayers have finally been answered.

▼ Jump and use the Iron Flail to get inside Magyscar.



◀ Go to Magyscar to bring back the townspeople.



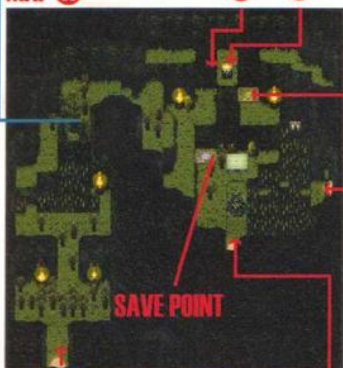
After the monster in Giles' dream is destroyed, Giles will awaken. However, Giles doesn't seem too happy to still be alive. Maybe he isn't happy that Alundra, of all people, was the one who spared his life.

After saving Giles, go north of the village to the cave called Magyscar. The villagers and the next hellish puzzle await.

BURN THE BUSH!

Burn the bushes near the entrance here by throwing the fire lamps on them.

MAP A



START

MAP B



DODGE BALL!

Control the movement of the platform with the Direction Pad to guide it to the other side of the map.

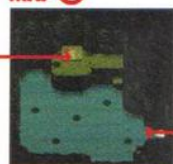
MAP C



KILL THE MONSTERS!

Start off by killing all the monsters here.

MAP D



Check 1 → P. 72

USE THE BOMB!

When on the ledge, you'll need to drop a bomb onto the switch in order to move the platforms.

MAP E



MAP F



STEP ON THE SWITCH

Use the barrel to get to the top ledge to gain access to the switch.

Check 2 → P. 72

ACTION AND STRATEGY

The majority of the rooms in Magyscar focus on action skills. However, the remainder requires the using some basic strategies in order to make it through.

MAGYSCAR'S LEGEND

Magyscar is the holy place that gives birth to the living and receives the dead. The villagers of Inoa have a healthy fear of this sacred ground, and wise adventurers will also. Uma, the guardian who prized solitude, chose this hovel well.

KEY ITEMS

KEY x 5
WIND SCROLL

ITEMS TO FIND

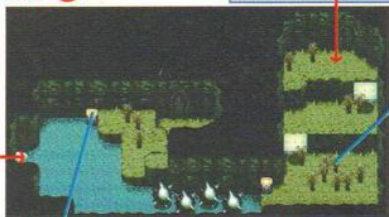
- 1 HERB
- 2 STRENGTH TONICS
- 1 STRENGTH ELIXYR
- 1 WONDER ESSENCE
- 1 LIFE VESSEL
- 1 GILDED FALCON
- 4 30 GILDER

MAP 1**SCREAMING IN THE RAIN!**

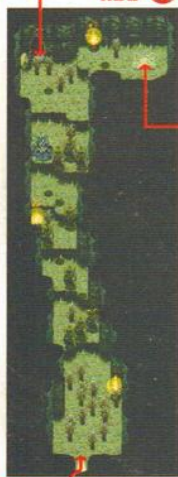
Watch for the drops of water that fall from above, because they'll extinguish fire. Carry the fire carefully to burn down the thorn bushes.

USE THE ENEMIES!

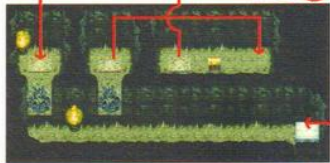
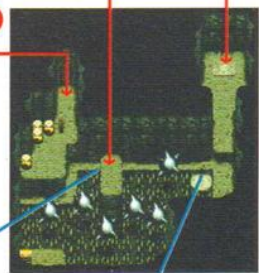
Let the turtles burn down all of the bushes, so that the switch can be accessed. After the switch is activated, kill the enemies and use the barrel to get to the platform.

MAP 1**MAP K****MAP 1****SLAY THE ENEMIES!**

To get to the next level, kill all of the enemies here. Then, a platform will appear that gives access to the next level.

MAP M**USE THE SWITCHES!**

When this switch is activated, the iron balls will raise up and allow passage beneath them. The switch on the other side will do the same thing.

MAP 1**MAP 1****MAP R****MAP 2****MAP 1****A LEAP OF FAITH!**

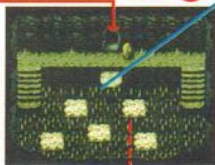
To reach the cliff to the left, move Alundra as far to the left as possible, and then jump from a stationary position.

FIRST GET THE KEY!

Before jumping to the far left, get the key in the chest located in the lower left corner of this room.

USE THE WARP PAD!

This warp pad provides transport to the switch in MAP (A), and brings an end to the first half of this level.

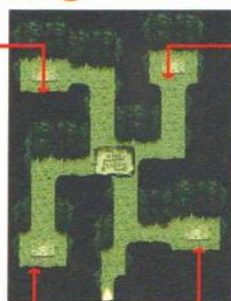
MAP 3**MAP 1****DROP DA BOMBI!**

When a bomb is placed on the lower right rock, the path will become clear. It's best to throw the bomb while passing on the platform.

MAP U



MAP W



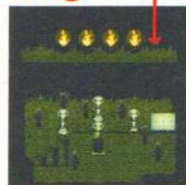
MAP X



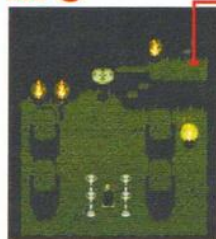
MAP V



MAP Y



MAP Z



MAP 1



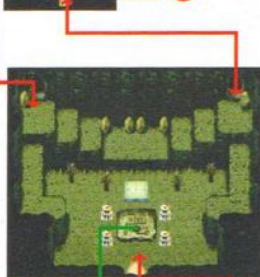
MAP 13



MAP 14



MAP 15



MAP 18

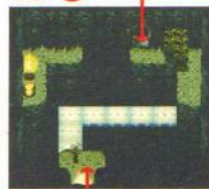
**HAVE FUN JUMPING!**

When the right plate raises to its highest point, jump to the left as far as possible, landing on the plate to the left.

MAP 16



MAP 17



MAP 19



Check 3 ♦ P. 73

3

5

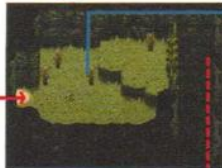
MAP 41



MAP 42



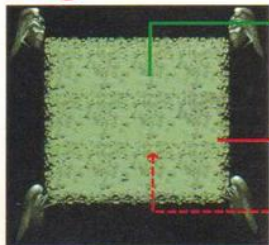
MAP 43



HOW TO GET FIRE!

Use the torch that appears after all the enemies are destroyed to burn the bush on the right side of the map. Jump into the pitfall and get ready to face the boss!

MAP 44



Check 1 P. 74
GET READY TO RUMBLE!

MAP 45



Check 1

CARRY THE BARREL!

Start by placing the barrel on the ledge to the left. Then move to the ledge, and throw the barrels to the next ledge. Place the barrels like steps to reach the highest ledge and the chest.



Place a barrel on this ledge, and then jump to the same ledge.



Jump and throw the barrel to the upper ledge. Next, do the same thing to the other barrel.

Check 2

MAKE YOUR OWN PATH!

The goal here is to jump across on the ledges to get to the treasure chest, but some bushes are blocking the way. Grab a torch and jump down to the ground. Jump and throw the torch to burn the bush. The treasure chest contains a life vessel.



Grab the burning torch from the ledge, and then drop down to the ground.



Now take the torch and burn down the bush blocking the way.

Once the mystery of the room at the upper left in MAP (W) is solved, the levers can be moved. Pay attention to the information written on the tombstones. They give clues about which direction to move the levers.



◀ Read the information on the tombstones. They'll give clues about which direction to move the levers.



◀ The image on the floor is the same as the picture on the right. Hmmm, what can it mean?

THE UPPER LEFT ROOM - BURN THE BUSHES!

Take the lower left lamp and burn the lower middle bush. Next, take the lamp from the upper level and burn the lower left bush. Finally, take the remaining lamp left and up the stairs. Burn the bush to the left of the switch.



◀ Burn the center left bush by jumping and throwing from this location.



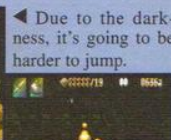
◀ After activating the switch, the lamps will be lit. Don't forget to read the tombstone!

THE LOWER LEFT ROOM - JUMPING NIGHTMARE!

In the room with the four lamps at the center, light the lamp stands that are in the four corners of the room. Don't let the water drops extinguish the fire or it'll be time to start over again.



▶ Light all four lamps in order to read the tombstone.



◀ Due to the darkness, it's going to be harder to jump.



◀ When carrying the lamps, make sure that the water drops do not extinguish the flame.

THE UPPER RIGHT ROOM - LEARN TO THROW!

Three of the lamp stands here can be lit by throwing the fire onto them. However, the last one must be lit "up close." Water will fall down and extinguish the flame within seconds of entering, so hurry!



◀ The last lamp will need to be carried to the bottom, since it can't reach the lamp stand if you try to throw it.



▶ Throw (or jump & throw) the fire from the edge of the ledge.



◀ The flames will be extinguished if time runs out, so hurry!

THE LOWER RIGHT ROOM - WATCH OUT FOR ENEMIES!

After destroying all the enemies, the flames can be carried to light all of the lamp stands. Attempting to light the lamps without destroying the enemies is to risk one of them hitting Alundra and breaking the lamp your carrying, forcing a restart.



◀ Make sure to destroy the enemies before trying to light the lamps.



◀ When all of the lights have been lit, read the tombstones. Don't forget!



▲ First, knock off the Corpse Worm's armor. Until this is done, it cannot be damaged.



◀ With the armor gone, use the sword's charge attack to quickly kill him.

STORYCHECK

THE CREST HAS BEEN STOLEN!

Uma created this beast to attack and kill anything that would try and take her crest. However, Melzas empowered the Murgg to fool the beast and steal the crest from Uma. That means that the Murgg now have two of the seven crests. There's no time to waste, hurry back to the village!



▲ The crest is already gone, but make certain to get the Wind Scroll!

UMA

Uma is one of the seven guardians. She was given eternal life in order to protect the crest. With power fading, she was unable to stop Zazan from stealing her crest. However, she'll reward Alundra with the Wind Scroll.

STORYCHECK

SYBILL HAS ANOTHER DREAM!

After arriving in the village, Sybill shows Alundra her new dream. In her dream, she sees that Lutas will sacrifice his life in order to help Alundra in his fight against Melzas. After Lutas' death, Jess will then be inspired to create the Holy Sword. The fact that Alundra's advance against Melzas is being fueled by the deaths of innocent villagers greatly disturbs Alundra. Meanwhile, Septimus has come to the conclusion that Ronan is worshipping a demon instead of the gods.



▲ Septimus believes that Ronan is worshipping a demon.



◀ Sybill shows Alundra her new dream in which Lutas will lose his life.

► Lutas tells Alundra that when he dies Jess will be able to make the Holy Sword.



ALUNDRA: BURGLAR?

To get inside the sanctuary, first talk to Meia. After listening to what Meia has to say, proceed to the Sanctuary. Septimus will be waiting outside. The door will be locked, so climb the back wall and use the Iron Flail or a bomb to break out a window and allow access inside.



▲► After talking to Meia, go talk to Septimus at the Sanctuary.



LEAP BETWEEN LEVELS!

When Septimus activates a switch in the Sanctuary, try to turn on the switch in the west room on the first floor. Next go to the west room on the second floor and fall into the pit. After falling through the hole in the floor, step on the switch.



▲ Activate this switch after talking to Septimus.



▲ Jump in this hole in the west room on the second floor of the Sanctuary.



▲ After falling through the pit, step on the switch.

FIND BOTH OF THE BOOKS!

Both books must be found in order to activate the switch in the library. The first book is located at the west side on the first floor. When entering the top room, the book will appear; however it seems unattainable! Go and get Septimus. After entering the room again, jump after the book until Septimus catches it.

To get the second book, move the chairs back to the original positions before the time runs out.

THE FIRST BOOK



◀ Without Septimus' help, it's impossible to catch the first book.

► By putting back the second book, the bookshelf will move, allowing this switch to be activated.



THE SECOND BOOK



◀ To get the second book, place the chairs here back into the original positions.



◀ To get to the switch, jump on the chairs without touching the carpet.

MAKE CERTAIN TO TALK TO SEPTIMIUS!

If there seems to be nowhere else to go in the Sanctuary, go back and talk to Septimus. Many times Septimus will be able to help Alundra's advance here. Also, depending on the problem, Septimus may choose to accompany Alundra. Even though the majority of the puzzles in the Sanctuary must be solved solo, it's still very important to keep Septimus informed of Alundra's progress.

STORYCHECK

WHAT IS RONAN WORSHIPPING?

Deep in the basement of the Sanctuary stands Ronan. Behind Ronan is a huge carving of the evil Melzas. Ronan has tricked the villagers into praying to Melzas. Alundra doesn't have enough power to confront Ronan at this time.



▲ There is a statue of the Melzas in the basement of the Sanctuary.



▲ Septimus knows that peace will only come when Melzas is destroyed.

STORYCHECK

SYBILL PASSES AWAY!

The villagers in Inoa are shocked to learn that poor innocent Sybill has been murdered. Which one of the villagers was strong enough to break her neck?

After her untimely death, Jess is strangely inspired to create the power glove.



▲ Jess creates a new item to use after Sybill's death.



▲ Who in the village killed poor Sybill?

SYBILL'S TWISTED PAST.

Sybill's mother took care of Tarn. Tarn was a scholar of dreams in the central city of Torla. This diabolical man conducted strange experiments. Through his work, Sybill was born. It soon became obvious that Sybill was able to foresee the future. Disgusted that Tarn would experiment on his own daughter, Sybill's mother moved with the child to Inoa. Tarn soon took up residence nearby.

THE POWER GLOVE!

The Power Glove doesn't need to be equipped for you to use it. With it you'll be able to pick up large objects.



▲ The Power Glove provides benefits just by having it in inventory.

With the glove, large stone monuments are no problem to lift!



STORYCHECK

WHAT DOES MEIA KNOW?

Melzas' power is continuing to grow stronger. Alundra must find out who he can count on in this desperate time. With a little prodding from Septimus, Alundra decides that he should enter into Meia's dream to see who she really is. Septimus decides to distract Myra so that Alundra can sneak into the house and enter Meia's dream.



▲ Enter Meia's dream while Septimus is distracting Myra.

FINDING MEIA!

The key to clearing this level is to search the map for Meia. Once Meia is found, she'll open one of the doors on the top of MAP (E). Enter the door and clear the stage. After clearing the area, Meia must be found again.

ITEMS TO FIND

- 1 LIFE VESSEL
- 1 GILDED FALCON

JUMP QUICKLY!

When jumping on the platforms, they will collapse. So, quickly jump to the switch. After the switch is activated, immediately jump to Meia.

MEIA'S PAST IS HIDDEN INSIDE THIS DREAM!

Meia's dream provides glimpses into her horrible past. Meia's father died in an unknown accident, and her mother sought to find answers by means of prayer. For disobeying the King's order not to worship idols, her mother was burned alive at the stake. Meia knows that Melzas is behind all the madness in the world, including the deaths of her parents. She's determined to stop him at any cost.

MEIA'S DREAM

MAP A



Check 1 ♦ P. 78



MAP B



MAP C



MAP D

Check 2 ♦ P. 78

MAP E



START

SAVE POINT

MAP F



Check 3 ♦ P. 78

MAP G



Check 4 ♦ P. 78

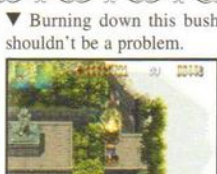
Check 1 ➡

Burn the three thorn bushes in order to get to the statue of Meia. When at the statue, make certain to break it with the sword or the flail. Next, talk to Meia and she'll reveal a piece of her past.

BURN THE BUSHIES!



▲ Jump and then throw the fire over the wall to burn this bush.



▼ Burning down this bush shouldn't be a problem.



▲ Throw the fire over the wall to burn the bush.

Check 2 ➡

STEP ON THE SWITCHES!

After stepping on the switch in the center, go to the switch in the lower right-hand corner. Once there, activate the switches counter clockwise starting with the lower right-hand corner. Be careful! The jumps here are treacherous!



▲ You'll need to activate the switches in order to get to Meia.



▼ If you set a barrel here, Meia can be reached.

Check 3 ➡

TIMING IS THE KEY!

Here, it's necessary to create steps up to the yellow switches by hitting the metal switches below. Start by trying to get the left blocks to form stairs.

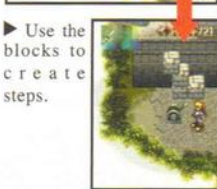
Then, try the one on the right. The pictures to the right show when to activate the switches. If the blocks don't drop in the correct formation, exit and come back into this room to reset the puzzle.



◀ Hit the switch when the blocks are in this location.



◀ Hit this switch when these blocks are in this location.



▶ Use the blocks to create steps.



▶ Creating steps to the switch is the only way to get past this area.



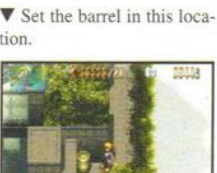
Check 4 ➡

WATCH YOUR STEP!

If the center platform is stepped on, it will be destroyed. So, burn the bushes by throwing the fire lamps from the steps. After burning the bushes, quickly jump to the center platform. Then quickly jump to



▲ Swim in the pond to get to the upper left hand corner.



▼ Set the barrel in this location.



▲ Throw the fire onto the bushes from this location.

STORYCHECK

MEIA GOES AFTER MELZAS!



▲ Meia's mother believes that Melzas is a cruel demon, not a god.

Meia lost her father in an accident, and her mother was burned at the stake for trying to prove that Melzas was really a demon in disguise and not a god. Meia sets out to avenge her mother's death and will join with Alundra to help in the fight against Melzas.

STORYCHECK

GO FIND MIMING!

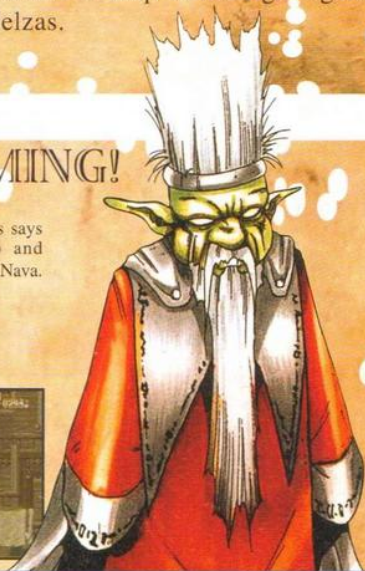
King Miming's men have recently been spotted by the old water wheel east of the village. Are they also working for Melzas? Jess recommends talking to Nava. Nava just may know what they are planning.



► Why is Meia at Nava's Hut?



◀ Jess says to go and talk to Nava.



▲ Now the old water wheel is working.

THE UNDERGROUND WATERWAY!

Nava tells Alundra that he must make his way through the Underground Waterway in order to find King Miming and Nirude. One might ask, what's happened at the giant statue?

THE SPRING BEAN!

When the Spring Bean is planted in the flowerpots, ivy will grow. Jumping on to the ivy will catapult Alundra many times higher than he is able to jump.



▲ Throw the bean on the yellow pots.



► Practice for the circus!

STORYCHECK

FIND MEIA!

Alundra is sent to search for Nirude and King Miming. Enter the Underground Waterway through the cave near the water mill to get to the giant statue of Nirude. What's happened at this giant statue that was once worshipped?



▲ Meia watches as Alundra starts his next adventure.

UNDERGROUND WATERWAY

TIMING'S THE KEY!

Since Alundra will have to make his way through the water and jump on driftwood floating in the water, it's going to require a steady hand and good timing to get through this area!

ITEMS TO FIND

- 2 HERBS
- 1 WONDER ESSENCE
- 1 LIFE VESSEL
- 1 GILDED FALCON

WATCH THE WHIRLPOOL!

If Alundra gets sucked into any of the whirlpools, he will be taken back to another location.

Check! → P. 81

TO THE EXIT!

MAP A



MAP B



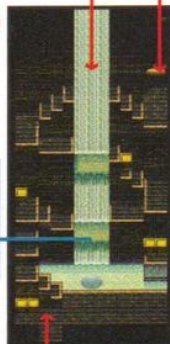
STOP THE ENGINE!

Destroy the engine and jump into the waterfall in the center. Then, head for the exit in MAP (A).

MAP C



MAP E



MAP D

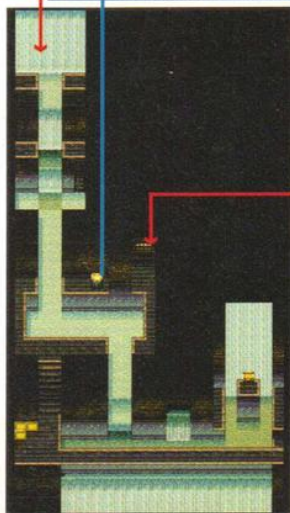


USE THE DRIFTWOOD!

Wait until the driftwood goes down the waterfall in order to jump onto it.

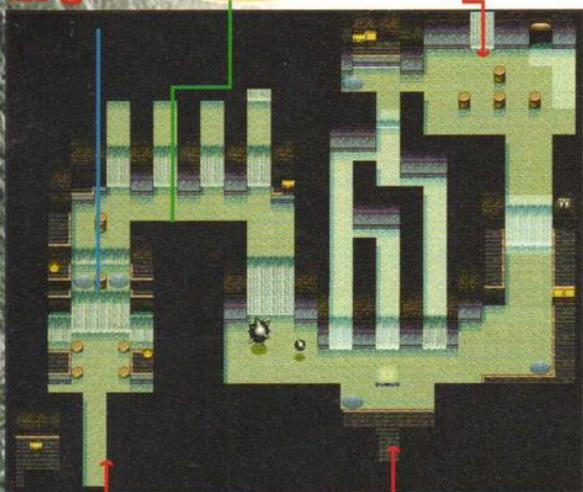
GO AROUND THE CORNER!

Go around the lower-right corner of the map to get to this door.



MAP G

MAP F



START

WHY THE WATERWAY WAS CREATED.

King Miming has ordered that his midget miners get the Underground Waterway functional before the Murgg try to enter Nirude's domain. King Miming wants no one to be able to come near to Nirude for fear that they will be able to steal the crest that is in Nirude's Lair.

Check! →

TIME THE JUMPS CAREFULLY!

Jump across the first two pieces of driftwood in order to get to the third piece before it changes direction. Once on the driftwood, hurry Alundra to the edge of the wood before trying to jump to the next piece. Jump to the fourth piece of driftwood in order to get the treasure chest. After getting the treasure, wait until another piece of driftwood floats by to provide transportation down the waterfall. Be patient, it may take some time to get all of the timing down in order to complete this harrowing section.



◀ Time these jumps carefully.

▶ When going down the waterfall, jump to the fourth piece of driftwood.



▼ After dodging the spiked balls, get on the fourth piece of driftwood and ride it to the right.



◀ Jump to the third piece of driftwood to avoid getting hit by the spiked balls.

STORYCHECK

GETTING INSIDE NIRUDE!



◀ Sneak into this door located by Nirude's left foot.

▶ It's necessary to enter this room to progress in the game.



▲ **BUSTED!** King Miming knows that an intruder has entered his domain!



The Underground Waterway leads to the base of the statue of Nirude. Head to the door on Nirude's left foot, and let the midget miners see you. After all the stone faces have been activated, it's necessary to destroy all of them *completely* in order to get inside the Nirude Statue.

GET THAT LAST FACE!

The two faces on the right-hand side of the map should be easy to destroy by means of the flail or bombs. However, to get to the last stone face, it's necessary to go through the Despair Desert and go left to the Water Mill. Next, go north to Torla Mountain and exit as shown on the picture on the far right. This will lead to the final face.



▲ To get to the upper left face, go back through the Despair Desert.

▼ Pass the Sluicgate Shrine and head to the west.



▲ Exit the Torla Mountain area here to get to the last face.

DESTROY THE FACE!

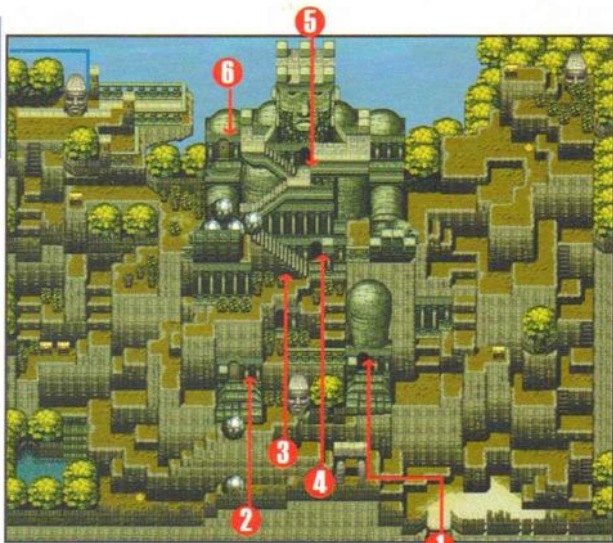
Make certain to destroy this face in order to get inside Nirude's Lair. For additional help, see page 81.

KEY ITEMS

KEY x 3
WATER CAPE

ITEMS TO FIND

- 4 HERBS
- 1 STRENGTH ELIXYR
- 1 LIFE VESSEL
- 1 GILDED FALCON



MAP A

THE DUNGEONS ARE SEPARATED BY AREAS!

There are doors set in different places around the statue of Nirude. Each door leads to a separate area in this level. Advancement to a new area is only possible once the previous area is completely finished. If moving forward becomes impossible, go and re-explore the whole area. Start this section of the quest in the doorway on the left foot of the statue. MAP (D) is accessible from another area.

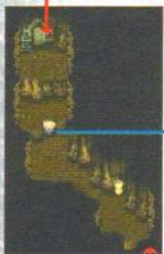
THE GAZECK!

The giant human-like statue is one of seven god statues, called Gazeck. The ancient people made the Gazeck into gods when they became fearful of the fire dragon, Wilda. Since the Gazeck were able to protect them from Wilda, the people began to pray to them to protect them from all evil.

MAP B



MAP C



KEEP MOVING!

When the switch is hit, the door will only open for a short time. Use the barrel to make a step in the center of the map before hitting the switch.

PUSH FROM THE LEFT!

If the statue is pushed from the left side, a hidden door will be revealed that leads to the next part of this area.

MAP D



CLEAR MAP (E)

If this is the first time here, make sure to enter MAP (E) from the left side and explore the whole area.

MAP E



MAP I*Check 2* ♦ P. 84**MAP G****GO BACK!**

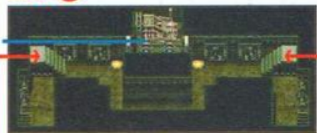
After the fight starts, go back to MAP (F) and reenter this room.

MAP H**ACTIVATE THE SWITCH!**

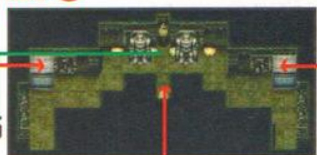
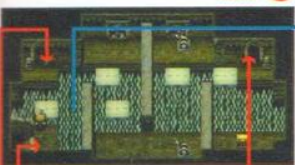
Hit the switch at just the right time in order to get the barrel to land on the moving platform.

MAP J*Check 3* ♦ P. 85**MAP I***Check 1* ♦ P. 84**DUMMY LEVERS!**

The levers inside the iron bars are dummies. Step on the switches with the help of the hint in the room above to start the engine.

MAP L**MAP K****MOVE THE CENTER ONE!**

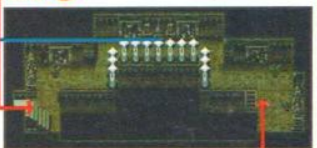
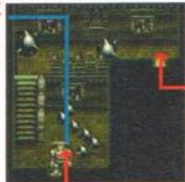
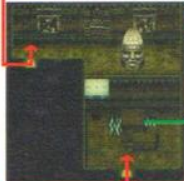
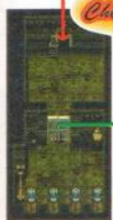
By pushing the center statue to the right, the stairs to MAP (I) become accessible.

MAP M*Check 4* ♦ P. 85**MAP N****AN OPEN DOOR?**

If the engine in MAP (L) is started, the door here will be open.

PUSH THE MIDDLE POST!

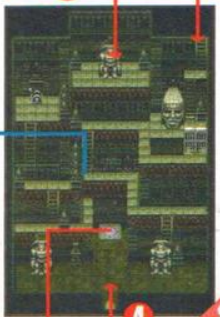
Push the center pole down into the hole. It'll land at the top of MAP (T).

MAP O**MOVE THE STATUE!****MAP P***Check 5* ♦ P. 85**MAP Q***Check 6* ♦ P. 85**MAP R****KILL THE MINERS!**

Once all the Miming that attack you are destroyed, the treasure box containing the key will appear in the center of the room.

**MAP S****JUMP CAREFULLY!**

By jumping diagonally toward the lower left corner, it's possible to land on the left side.

MAP T**SAVE POINT**

4

83

KILL THE MINERS!

After all of the midget miners are destroyed, a goddess statue will appear to heal Alundra's physical strength, and two treasure chests will appear.

Check 8 → P. 86

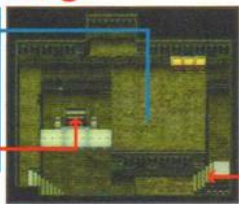
MAP U



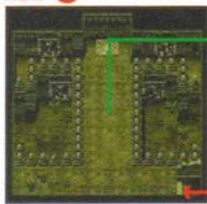
MOVE THE STATUES!

Move the two upper statues to the left and find a switch that was hidden beneath the statue to the right.

MAP U



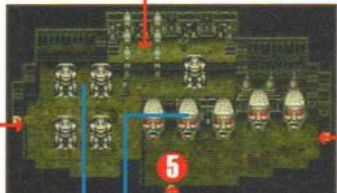
MAP V



Check 9 → P. 86

TALK TO NIRUDE!

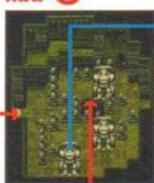
MAP X



SMASH THE FACES!

Attack the five statues by starting from the left corner and working down. This way minimizes the chance for Alundra to be hit.

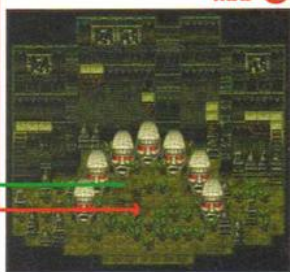
MAP Y



SLIDE THE STATUES!

If the three statues in this room are moved, a path will be cleared to the pit in the center of the map.

MAP Z



Check 7 → P. 86

Check 1 →

LEAD THE FIRE BULLETS!

After killing the enemies in this room, a rock face will appear. The faces will shoot heat-seeking fire bullets at Alundra. Try to move to the left when he shoots the bullets, and then run up on the right side to hit the face.



◀ Use the charge attack to quickly kill all of these enemies.



◀ After the enemies have been killed, it's time to fight this beautiful puss!

Check 2 →

CARRY THE BARRIEL!

First, pick up the barrel in the center of the screen and jump onto the moving platforms. When approaching the ledge at the top of the screen, jump and throw the barrel so that it lands on it. Now go down to the lower left and corner carry that barrel up to the ledge. Don't place the barrel on the ledge. Rather, jump onto it to get onto the ledge. Now go to the door on the right.



▲ Watch out for the spiked balls while carrying the barrel to the top of the screen.



► Carry the bottom from the lower left of the screen. Jump onto the barrel to reach the top ledge.

◀ Throw the barrel onto the ledge at the top of the screen.



Check3 ➡

QUICKLY MOVE THE STATUES!

To get to the next room, move the five statues as shown in the picture. This room is timed, so once time is up, the statues won't move at all. Move them quickly, in the order shown. *NOTE: There are other solutions to this puzzle.*



◀ Start by moving the upper right statue.



◀ After moving all of the statues, step on the last switch to remove the block.

Check4 ➡

STAND ON THE LAST SWITCH!

By pushing both of the statues to the left, three of four switches will be activated. Use Alundra to stand on the final switch and the way to MAP (L) will be open by taking the stairs to the left or right.



◀ First, move the statues to the left to activate three of the four switches.



◀ Then, stand on the last switch to activate it.

Check5 ➡

GET A KEY AND FIGHT!

Once the key in MAP (S) is obtained, the giant rock face in MAP (O) will attack Alundra. After shooting three times, the face will pause before continuing. This pause is the best time to attack!



▲ If the key from the treasure chest in MAP (S) is found, there will be a surprise waiting in MAP (Q)...



◀ The safest way to attack here is with the bow. Shoot the bow while jumping, chewing gum, and farting "Yankee Doodle."

Check6 ➡

MOVE THE RIGHT HAND OF GOD!

Once Alundra's trapped in the room that is the left hand of the giant god, it's necessary to push the levers down, starting with the "pinky" finger. Once this is accomplished, the exit will open, and rock that is on the right hand of the statue will break. The door at the statues' chest will then open, ending the first half of Alundra's Nirude Odyssey.



◀ Push the levers down, starting with the little finger and the exit from MAP (R) will appear.



◀ To exit this room, jump over the rock that has fallen down in the center of the room.

▶ A pile of rocks on the statues' right hand will disappear, clearing the path to the next area.



Check 7

DESTROY THE FACES IN ORDER!

The rock faces must be destroyed in the order shown to the right. After destroying all of the faces, a treasure chest and an elevator will appear. Make certain to open the chest, since it contains a key that must be used later.



▲ Destroy the giant face in the center last. It will be easy to destroy with the sword at that point.



◀ First, destroy the second head on the right.



◀ Next, move Alundra to the left side, and attack the third face from the left.



◀ Move Alundra down and attack the middle left face.



◀ Move to the bottom left face and destroy it.



◀ Almost home now! Destroy this face.



◀ Destroy the rock on the bottom right, then go for the center one!

Check 8

MOVE AROUND OUTSIDE!

By using the key in MAP (H), MAP (W) is accessible from the doorway at the right shoulder of Nirude. Before the ceiling falls, move around from the upper left to the lower left corner of the map. Then cross the ceiling and step on the switch in the upper right corner.



◀ Get into MAP (W) from the doorway on the right shoulder of Nirude.



▶ Cross the ceiling and step on the switch in the upper right corner.

◀ Move to the upper left before the ceiling falls completely.



Check 9

RUN LIKE A LITTLE SISSY!

Don't try to be a hero and attack Nirude. The only way to destroy him is by running away. Have Alundra run toward the lower part of the screen while destroying the falling rocks with charge attacks.



▲ Go and talk to Nirude.



▼ Run quickly to the bottom of the screen.

NIRUDE - THE LAST OF THE GAZECK.

The Gazeck became as gods to the people in the place of Wilda. There were seven Gazeck who wanted to become immortals for the people. However, they all managed to kill each other. Since Nirude refrained from the fighting in disgust, he is the sole Gazeck remaining.



STORYCHECK NIRUDE BITES IT!

Just before Nirude crushes Alundra, he recognizes him to be the Releaser. The joy is short-lived, however, because Zorgia, Melzas' henchman, arrives to kill Nirude. After killing Nirude, Zorgia looks forward to killing Alundra as well.



▲ Zorgia delights in Nirude's death.

ZORGIA-MELZAS' SUBMISSIVE!
As Melzas' right-hand thug, he's ready to do anything his master commands. This delusional philosophical agent of darkness hopes that one day Melzas will reward him by allowing him to co-rule the world.



STORYCHECK BACK TO INOA!

Alundra returns to Inoa village with Nirude's crest in hand. There is a mysterious tale about Ronan making the rounds in town. It seems that Ronan has been following Lutas everywhere, apparently because Ronan is concerned that if Lutas dies, the Holy Sword will be created. No bones about it, Ronan is just a bad, bad man!



▲ Lutas tells Alundra that Ronan saved his life, but why?



STORYCHECK NOW, IT'S PERSONAL!



▲ Meia is worried about Jess and Septimus.



◀ It seems that Jess has been murdered to prevent him from creating the Holy Sword.

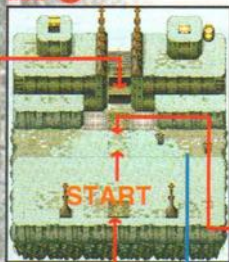


Meia assumes that Ronan is afraid the Holy Sword is soon to be created. She also blames him for killing Sybill, and wonders who else close to Alundra is next ...

That answer comes all too swiftly when Jess is killed. Now, the fight hits all too close to home for Alundra, and he bides his time until he can avenge Jess' death.

ELENE'S DREAM

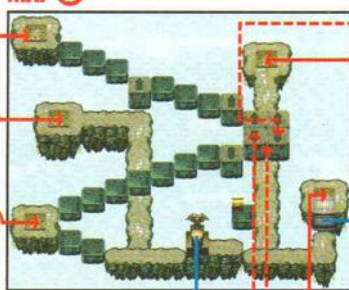
MAP A



RIDE MEIA!

Jump on top of Meia's head to get to the top part of this map.

MAP B



STEP ON THE SWITCH!

Step on this switch to have the plates change.

MAP C



TO THE WARP PAD!

Once all of the switches are activated, the warp pad in the lower right corner of MAP (B) will take Alundra to MAP (G).

MAP D



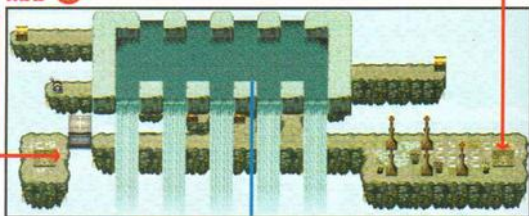
MAP E



JUMP WITH MEIA!

Jump on the plates as Meia moves across jumping on the switches. The goal is to reach the switch on the right end of this map.

MAP F



MAP F



SAVE POINT

ITEMS TO FIND

- 11 HERBS
- 3 KEYS
- 1 STRENGTH ELIXYR
- 1 LIFE VESSEL
- 1 GILDED FALCON
- 4 30 GILDER

STARTING POINT!

This is the main "junction" room for all parts of this dream.

HIDDEN PATH!

There is a path underneath the pond. To reach the warp pad in the lower left corner of the map, it's necessary to first find and hit the switch to the left of the pond.

ELENE'S PAST!

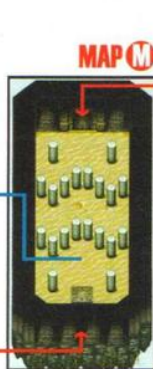
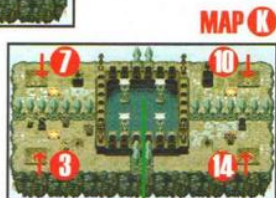
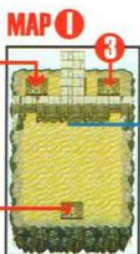
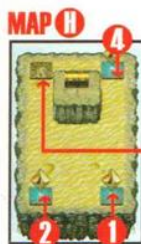
Since her mother left and her bum father turned alcoholic, Elene spends most of her time in a multiple personality infested dream world.

EXPLORE ALL THE FOUR AREAS IN TURN!

Since Elene has four personalities, her dream is made up of four different, but connected areas. It's best to start in MAP (F), then explore each area in turn. Each of her personalities is tied to an area. Since each area ends in a boss battle, make certain to find all of the healing items possible. This dream is a little time-consuming, but doesn't require too much exploration, since all the areas are connected.

AREA 1

This area is mainly composed of sand. It's also the best place to learn the basic strategy in solving Elene's Dream. The first thing to do is go to MAP (K) and activate the switch. After the switch is activated, go and get the key.



Check 2 → P. 89

Check 1 → P. 89

MOVE THE STATUES!

Move the two upper statues to the left and find a switch that was hidden beneath the statue to the right.

Check 10 → P. 93
FIGHT THE BOSS!

Check 1 →

THE JOY OF MAP (K)!

In each of the areas, it's necessary to make a path to MAP (K). When you arrive in here, all that must be done is to activate the switch and leave. The only way to get the keys in the other areas is by activating the switches in MAP (K).



◀ Step on the switches in MAP (K).



◀ After stepping on the switches, go and find the key for that level.

Check 2 →

GETTING THE FIRST KEY!

To get the column with the triangle mark to rise, step on the switch in MAP (K). After the column rises, jump from it to get to the treasure chest, which contains the long sought-after key.



◀ By stepping on the switch in MAP (K) the column will rise.



◀ After the column has risen, jump from it to get to the treasure chest.

AREA 2

Area two has the characteristic of water. In area two, as in area one, the maps that have already cleared can be easily accessed. This can make it a little confusing, but stick with it. Pay attention to the maps here to avoid getting lost.

Check3 → P. 90

Check3 →

JUMP FAST!

After activating the first switch, be prepared to jump on all of the switches. Make sure not to fall in the water. If that happens, it's time to start all over.



Jump to the switches without falling into the water.

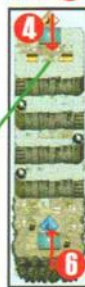
MAP R



Check10 → P. 93
FIGHT THE BOSS!

Check5 → P. 90

MAP O



Check4 → P. 90

Check4 →

ACTIVATE THE SWITCHES!

Raise the blocks that have a mark like a water drop by hitting the switch in MAP (K). By doing this, the treasure boxes that were buried in MAP (O) will be uncovered. The treasure box on the right contains a key.



Step on the switch in MAP (K).



The required key is in the treasure box on the right.

Check5 →

WHERE'S THE KEY AGAIN?

In MAP (P), the door that leads to MAP (R) is inaccessible without the help of Meia. Meia won't show up if MAP (P) is entered without a key in Alundra's inventory. Get the key for MAP (P) in MAP (O), in Area 1.

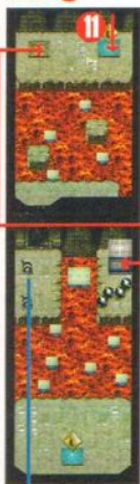


If the key is not in Alundra's inventory, Meia will not be in this room.

Now, step on the switches when Meia does.



If Alundra is lacking the key, search MAP (O) in Area 1.

MAP S**HIT THE SWITCHES!**

Hit these switches so that the giant block will be moved out of the way.

MAP T**USE THE FLAIL!**

Destroy one layer of the blocks with the Iron Flail and use it as a step to get to the treasure chests.

MAP U

Check 6 → P. 91

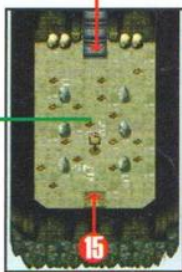
MAP V**AREA 3**

After the sand and the water, it's time to play with fire. Watch the ground in MAP (X) and compare the openings carefully.

MAP W

Check 10 → P. 93
FIGHT THE BOSS!

Check 7 → P. 91

**MAP X****Check 6 → TO THE PIT!**

Stepping on the switch in MAP (K) causes blocks in the lower part of MAP (U) to disappear. It then becomes possible to reach the treasure chests in MAP (V) by falling from the outside of the bridge. One of the chests contains a key!



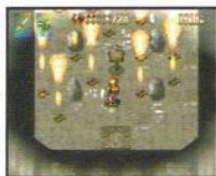
◀ As always, step on the switch in MAP (K).



◀ Fall down the holes in MAP (U) to get to the key.

Check 7 →**STICK A ROCK IN IT!**

To open the door, watch the fire that spouts from the ground. Some holes are larger than others. If larger holes are covered with rocks, all the flames will be extinguished, and the door will open.



▲ Extinguish all of the flames in this room.

▼ Just cover the larger holes with the rocks.



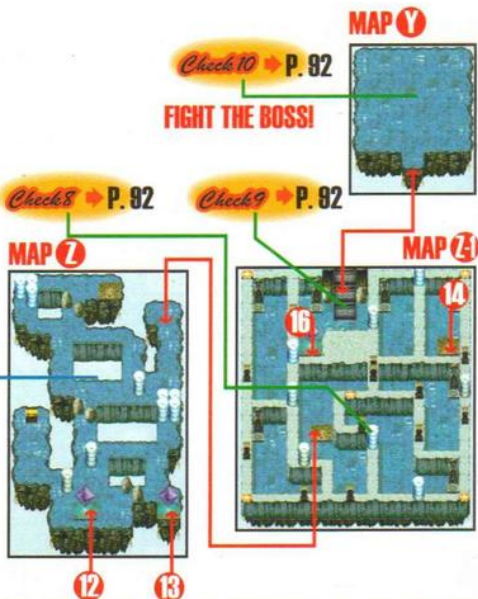
▲ When the correct hole is covered, the flames around it will be gone.

AREA 4

Area four has the characteristic of ice. It is smaller than the other levels; however, it will be necessary to back-track to the other maps to find a necessary key. Have fun sliding around in this level!

GOING DOWN!

Drop down this hole to get to MAP (Z-1).



Check 8 → MOVING THE ICE PILLARS!

The five switches here are activated either by having Alundra step on them, or by using the pillars. When all of the switches have been activated, the block in the upper part of the map will move and it will become possible to reach the door. If Alundra falls off the path, it's necessary to start over from MAP (Z).



First, push this pillar to the left and then drop it down to use it to jump to the other side.



Slide this pillar onto the switch on the right.

Push this pillar down to the bottom of the screen to get to the lower left switch.



Push the other column up to the top so that this switch becomes accessible.



Check 9 →

WHERE'S THE KEY?

If it becomes a problem reaching MAP (Y) because Alundra doesn't have a key, go to MAP (X). Use the warp pad in the upper right corner of MAP (Z-1) to get there. By helping Meia activate the switch, the treasure chest in MAP (U) can be reached. The key is in the chest.



Jump on Meia's head to activate the switch.



Get the key from the treasure box in MAP (U) by using the block with the diamond shape to reach the chest.

Check 10

FIGHTING THE HIDDEN EYE!

To kill the Hidden Eye, it's necessary to hit the eye suspended within the jellylike creature. Don't waste time with magic, it's useless. The best course of action is to jump up and down while hitting the body with the sword. When the eye lowers as a result, the sword will hit it.

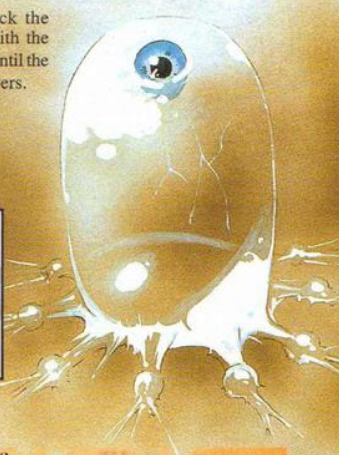
► Some areas will have two Hidden Eyes. Defeat them one at a time. (Hint: In the water area, stand in the lower left!)



► After the eye has been lowered, it's necessary to be close to the body to inflict damage on the eye.



◀ Attack the body with the sword until the eye lowers.



STORYCHECK NOT GILES, AGAIN!

At midnight, Giles is stricken with another nightmare. This nightmare is a trap planned by Melzas to kill Alundra. Although the nightmare starts to take control of Giles, he finally hears the desperate pleas of his sister. Rather than become a puppet for Melzas, Giles ends his own life.



▲ Giles listens to his sister's desperate pleas.

THE STEEL FLAIL

As a reward to Alundra for saving Elene, her father gives Alundra the Steel Flail. The Steel Flail is capable of a charge attack!

STORYCHECK MURGG IN THE VILLAGE!

A very desperate Melzas sends the Murgg into the village during Giles' dream. Alundra needs to leave Giles' house and kill the Murgg in the village. After defeating the Murgg, Alundra is given an item called the Tree Gem. Now he must go to the Murgg village, the Giant Tree Tower. Meia tells Alundra that to get through the Murgg woods and to the Giant Tree Tower, he will first need to go to the Fire Manor and recover the Fire Wand. There's no time to spare! Hurry and get the Fire Wand before the Murgg return!



▲ Meia tells Alundra to go get the Fire Wand.

► Jump in the water from this bridge to get to the Fire Manor.



► Enter this cave to get to the main entrance of the Fire Manor.



FINDING THE FIRE MANOR!

The Fire Manor can be seen by traveling due west from the village. However, to reach the entrance, a northern approach is necessary, then track to the far southwest corner of the map. At that point, there's a cave that will lead to the caves near the sea shore. Go through the caves to find the entrance.



► The search should lead to this cave.



◀ Searching this cave is not 100% necessary, you can ignore it.



▲ This cave is a little complicated, watch for the iron balls.

GETTING THE FIRE WAND!

In the first room of the Fire Manor, light the torches with the flame that bounces around the room. The flame's direction can be changed by hitting it with your sword. However, don't hit the flame too many times, or it will be difficult to make the flame hit all the torches.



▲ Hit the flame with the sword as it passes by the torches.



▲ Move quickly in the same path as the flame. It's important to try and keep up with the flame.



▲ Now the bushes that block paths can be torched with the Fire Wand.

BURN THE THORN BUSHES WITH THE FIRE WAND!

The Fire Manor contains the Fire Wand. The wand can be used to attack enemies by throwing flames. However, the Fire Wand's primary purpose is to burn down the thorny bushes that block paths. Make sure to burn all of the bushes! Some are hiding treasure chests!

ONLY FOR THOSE WORTHY!

The Fire Manor was built as a shrine to honor the magician that learned how to control the power of fire. The magician's soul is said to now be in the wand. It is also rumored that the wand could only be given to the person approved of by the protector. However, this one would already possess the burning power of fire.



ITEMS TO FIND

- 5 HERBS
- LIFE VESSEL
- FIEND SWORD

THE FIEND SWORD!

Once the Fire Wand is obtained, stop by the fairy pond before heading to Murgg Woods. The pond harbors the Fiend Sword, which will be useful in the future levels. To enter the pond, jump into the large whirlpool in the river to the northeast of the Fire Manor.



Go inside the whirlpools to reach the Fairy Pond.

With the Aqua Cape, the Fairy Pond becomes accessible.



MAP A



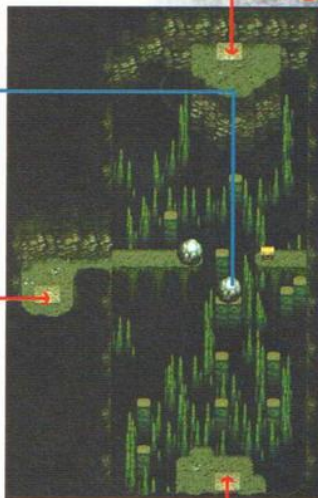
BREAK THE ROCK!

Push the giant rock from the left side, down onto the rock in the center of the map. Once the rock is destroyed, the warp pad at the bottom of this level becomes accessible.

STEP ON THE SWITCH!

When the switch is accessed, the rocks in MAP (C) will be destroyed.

MAP B

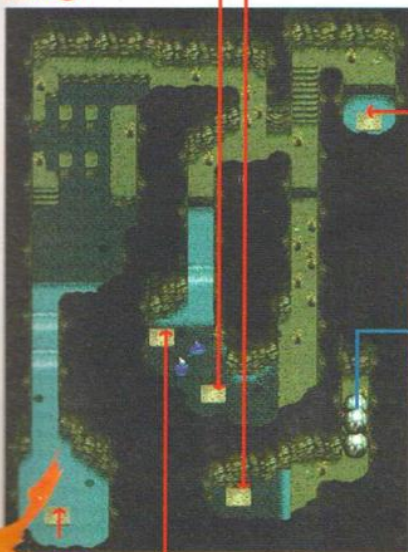


1

GOING DOWN!

After falling from MAP (E), find a hole hidden underneath the jar to ride the bubbles up to MAP (B). Jump on the bubbles to ride back to MAP (E).

MAP C



DESTROY THE ROCKS!

It's necessary to step on the switch in MAP (A) in order to break these rocks.

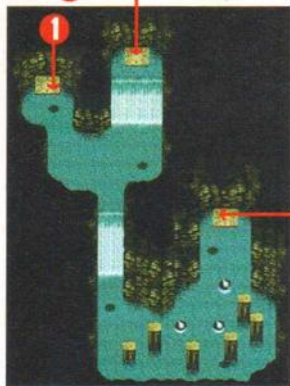
MAP D



START!

95

MAP A



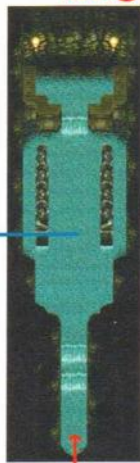
MAP B



MAP C



MAP D

**JUMPING IN WATER!**

Alundra can jump much higher in the underground water. Take advantage of this while in this level.

FIND STENIA!

Work toward MAP (H) in the fairy pond and the Fiend Blade will be granted by Stenia the queen of the fairies.

**GO TO MURGG WOODS!**

Once you get the Fiend Blade, go back to the main map and go to the Murgg Woods. You'll need to enter Murgg Woods by going north from the Fire Manor.



◀ After getting the Fiend Blade, battles will be easier.

STENIA-THE FAIRY QUEEN!

Stenia is the queen of the fairies. She has been closely watching Melzas and all that he is doing. Stenia understands the fire in Alundra's heart and bestows the Fiend Sword on him to aid his quest. Although fairies generally do not like humans, Stenia has faith that Alundra is the one destined to destroy Melzas.

MAP A



START

Check 1 → P. 99

FINDING YOUR WAY!

This dungeon is divided into several areas. Since there are many ways to get into the dungeon, it's easy to get confused. Search every room, just like in Nirude's Lair. If the giant rock is destroyed to the right side of the start point, the woods can be easily accessed from the village.

ITEMS TO FIND

- 2 HERBS
- 1 STRENGTH ELIXYR
- 1 LIFE VESSEL
- 30 GILDER

Check 3 → P. 99

USE THE POTS TO KILL!

Once all the Murgg are destroyed, the blocks obstructing the path will disappear. Use the pot to destroy the Murgg that is on the fence.

MAP B



IT'S A TRAP!

Be prepared to fight the Murgg when the switch here is activated.

MAP C



FALLING ROCKS!

Move across the bridge to the treasure chest, but watch for falling rocks.

Check 2 → P. 99



MAP E

MAP F



MAP G



RUN!

After the switch is activated, a platform will appear for a short time. Hurry to the top of this map before it's gone.

Check 4 → P. 99

KILL THE GOLEM!

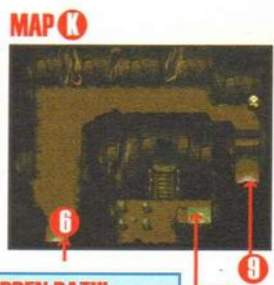
MAP H





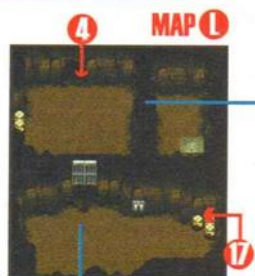
DON'T FORGET TO HEAL!

Due to the number of enemies in this room, heal before going inside.



HIDDEN PATH!

The fence in the center of the map is a hidden path. MAP (O) can be reached from the transport pad in the small room.



FIGHT THE MURGG!

After fighting the Murgg, the hidden path will be opened.

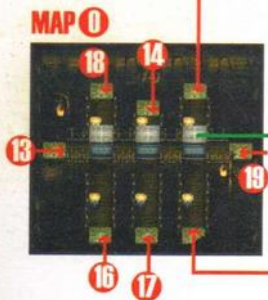


MAP P



THE LAST AREA!

This is the last map in the Murgg Woods. Here there are more Murgg than you can shake a banana at. The safest weapon to use is the bow.



Check 5 P. 89

HOW TO GET TO MURGG WOODS!

The only way to get to the Giant Tree Tower is to go through the Murgg Woods. The route there from Inoa village is not immediately clear, however. If entering the woods for the first time, use the path to the north of the Fire Manor. Start up the hill from the northwest side of the Fire Manor and advance to the northeast, by jumping on the pillars. Three treasure chests are located on the east side of this map. Turn to the north and PRESTO! Murgg Woods.



Jump on the left cliff by using these three pillars.

Go north from these three treasure chests to reach the Murgg Woods.



Check1 ➔

FIND THE HIDDEN PATH!

There is a path in the woods that is hidden by the trees. It's just north of the start point that will lead to the cave entrance in the Murgg Woods.



◀ Enter the secret path at this location.



◀ Go through the secret path to find this cave opening.

Check2 ➔

HIT THE BLOCKS WITH THE FLAIL!

To move from MAP (D) to MAP (F), move the blocks set in front of the upper right exit. Jump and use the Steel Flail from the north side to move them.



◀ If the blocks are hit with the flail, they'll move.



◀ After hitting the block with the flail, the task in Check 3 can then be accomplished.

Check3 ➔

RUN AS FAST AS YOU CAN!

First change a switch in the upper left corner of MAP (D) and drop the blocks to the center part. Then go up the hill from the lower right corner of the map before the blocks raise back up. Finally, go to the exit in the upper left corner. Be careful not to fall off the ledge.



◀ After hitting the switch, run to the lower right-hand corner.

▶ Don't rush too fast! Also, watch for the flames that shoot up from the floor.



▲ Exit through the south side back to the main map. Go through the upper left corner of MAP (D) after getting the Life Vessel.

Check4 ➔

FIGHTING THE STONE GOLEM!

The Stone Golem appears to be Melzas last resort for stopping anyone from entering the Giant Tree Tower. His pattern of attack is basically the same as the Earth Elemental at the beginning of the game. Attack him the same way. With the Fiend Sword (obtained in the Fairy Pond) the golem can easily be destroyed.



◀ Use the charge attack to kill this golem.

▶ Watch out for the falling rocks.



▲ The Stone Golem should be a piece of cake to defeat.

Check 5

FIND THE CORRECT SWITCHES!

Only three of the six switches can be used to drop blocks. **Don't step on all of the switches.** All that is required to solve this little puzzle is to step on the switches as shown in the pictures to the right.



▲ First, step on the top center switch.



▲ Next, step on the upper left switch.



▲ Finally, step on the lower right switch.

HOW TO ACTIVATE THE MYSTIC PORTALS!

In the center of the Murgg Woods, there's a Mystic Portal. Portals can be used to warp to different areas throughout the world. However, the portals are dark until the test in the Despair Desert is passed. Find the sluice gate key, then drain the water in the desert. Then, talk to Berue. Once his trials are passed, the portal chamber will be accessible. From the portal chamber, the entire world can be accessed. However, each portal must be activated from the opposite side (outside world, not the portal chamber) in order to be used.



◀ Move the stone column to get to the Mystic Portal.

► The portals can only be accessed if the sluice gate key trial in the Despair Desert was completed.



THE WILLOW BOW!

While traveling through Murgg Woods, the Willow Bow will be found. With the Willow Bow, a charge attack that toasts enemies from long distances becomes possible. This weapon is very important in the future.



◀ In their haste, the Murgg leave behind the Willow Bow.

► The Willow Bow is the strongest bow in the game.



▲ With the charge attack, the bow will send an arrow through a number of enemies.

STORYCHECK

TRAPPED AT THE GIANT TREE!

Alundra travels through the Murgg Woods in search of the Giant Tree Tower. When he gets there, he is caught in the Murgg's trap and taken captive. Can Alundra escape without being seriously hurt or killed? Find out in this chapter of the game!



▲ Alundra walks right into their trap.



▲ The Keysmith is going to play an important role in this level.

MAP A



MAKE THE LADDER!

Stepping on the switch here will lower a ladder to the ground.

THE TREE TOWER

There are six different levels in the giant tree. Use the elevator on the first level to reach the fifth level, and the elevator on the fifth level to reach the highest level. Also, walk from the inside to the outside of each level.

Pay attention to the maps so as not to get lost.

KEY ITEMS

KEY
ELEVATOR KEY
GARNET CREST
AGATE CREST

GET THE KEY!

To enter the cabin located to the upper left of the Giant Tree, a key is required. The Elevator Key that will open the door can be found in MAP (M).

ITEMS TO FIND

- 8 HERBS
- 1 STRENGTH TONIC
- 2 WONDER ESSENCE
- 2 LIFE VESSEL
- 2 1 GILDER
- 1 10 GILDER
- 4 30 GILDER

MAP C

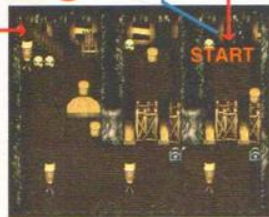


Check 2 P. 105

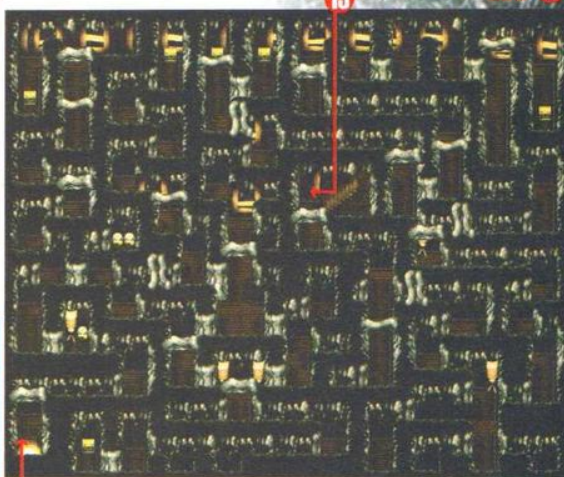
BOMB THE WALL!

Destroy the wall with the bomb in order to escape from the prison. Enter MAP (D) from MAP (C) to rescue the locksmith.

MAP D



MAP B



THE GIANT TREE!

There is a giant tree that stands deep within the Murgg Woods that is home to a terrifying breed of simians. Located at the very top of the Giant Tree Tower is Zazan, King of the Murgg. After a fearful encounter with Melzas, Zazan and the rest of the Murgg have been obeying Melzas' evil commands.

MAP E**FIGHT THE MURGG!**

The battle against the Murgg here must be won! It starts when the treasure chest in the middle of the room is opened. After the fight, the block by the stairs disappears.

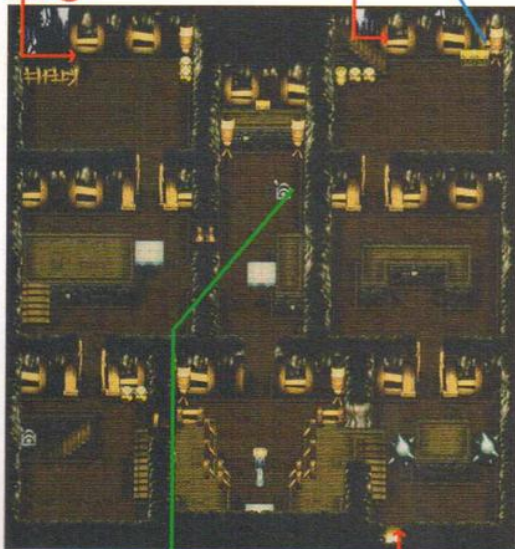
Check 3 ♦ P. 105

CARRY THE BARRELI

Take the barrels from the northern part of the room, to the rooms in the south, while avoiding the spiked balls. Use the barrel to jump up to the ledges.

MAP F**MAP G****IT'S A FAKE!**

The treasure chest to the right is a monster, not a real treasure chest. Once the monster is defeated, a real treasure will drop down.

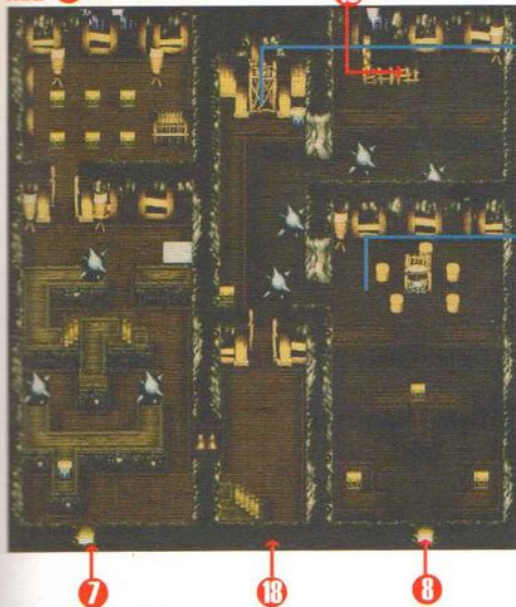
MAP H

Check 1 ♦ P. 105

LIFE VESSELS

There are two Life Vessels hidden in this area. Since there is usually only one Life Vessel per level, it's important that you keep looking for the second one. The first Life Vessel is in the lower right hand part of MAP (I). The second one is in the treasure chest that is outside of the tower.

MAP 1



FIND THE KEY!

The treasure box that contains the key is hidden in this area. To get to the upper ledge, jump down the hole located in the center of MAP (J).

HEAL OFTEN!

There will be many battles against the Murgg inside of the Giant Tree Tower. Make sure to have plenty of healing items, and that Alundra's physical strength is at maximum.

GO DOWN THE HOLE!

The hole in the center of the room will lead to the upper ledge in MAP (I).

DEFEAT THE MURGG!

Once the Murgg are defeated, barrels will appear in the northern room. Use the barrels as a means to climb to the northeast and open the treasure chest.

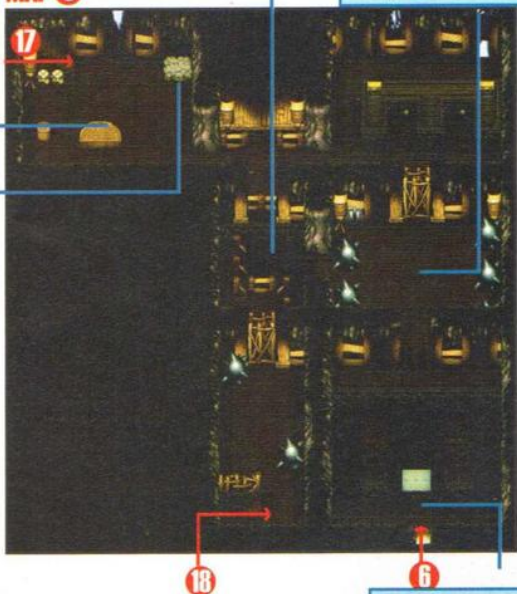
BOMB THE ROCK!

A hole that leads to the northwest room of MAP (I), which has six treasure chests inside, is hidden beneath the rock. You can destroy the rock by using the bomb.

DODGE THE BALLS!

In order to avoid the spiked balls that are coming from the right and the left, zigzag through the room.

MAP J



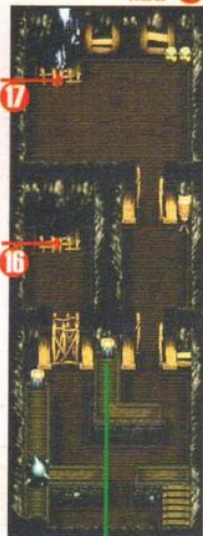
MAP K



Check P. 105

USE THE BOW!

The Murgg will use boomerangs to attack you. Safely defeat them using the bow.

MAP L

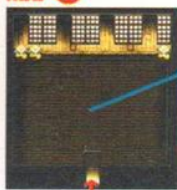
Check 5 P. 105

MAP M**AVOID THE FIREBALLS!**

Destroy the wall with the bomb in order to escape from the prison. Enter MAP (D) from MAP (C) to rescue the keysmith.

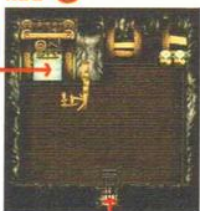
A LOCKED DOOR!

The Elevator Key is necessary to open this door. It can be obtained in MAP (N).

MAP N**THE ELEVATOR KEY!**

If all the Murgg are destroyed, the Elevator Key is obtained here. It is used to open the door in MAP (M).

3

MAP O

2

MAP P

1

Check 6 P. 105

FIGHT ZAZANI

THE KEYSMITH!

In order to pass the Giant Tree Tower, the Keysmith's cooperation is required. After freeing Alundra from prison, go and free the keysmith. Note that each time events happen that concern him, he changes hiding places. After escaping from the prison, he will be hiding in the cabin to the lower left of the tower. After opening the door in MAP (F), he'll be hiding in the cabin to the lower right of the tower.

▼ The Keysmith will open the locked doors for you - if you can find him!



Check1 → JUMP ON THE PLATFORMS!

If coming in from the southwest side, the first thing to do is hit the switch. Go through the door that leads to the west side and the central room will open. Jump on the platforms from the west and hit the switch that is located in the south part of this map.



▲ First activate the switch.

▼ You have to jump to the ledge on the right.



▲ Jump to the right.

Check2 →

FIND THE KEYSMITH!

To rescue the keysmith, first exit the tower through the southeast door of MAP (I). From there, drop down to the lower walkway. Jump into the chimney of the cabin, located to the left of the tower. The prison in MAP (D) can be reached by using the stairs inside. If the switch is hit, the door to the prison will be opened.



▲ Fall down to this ledge.



▲ Jump down the chimney.

Check3 →

RESCUE THE KEYSMITH!



▲ This door won't open with a regular key.



▲ Go and rescue the Keysmith so that he can help open the door.

After rescuing the keysmith, check the door in MAP (F). Go and find where the Keysmith hid in order to open this door. If you see the flag, you'll be able to get help from the Keysmith. Move to MAP (F), and open the door.



▲ Destroy all of the Murgg so that the Keysmith will open the door.

THE BASHFUL KEYSMITH!

The cabins used as hiding places by the Keysmith are explained on page 104. His hiding places are fixed, so they're easy to find. Keep in mind that his hiding place will change after MAP (F) is completed.



▲ The Keysmith can open the Elevator doors.

Check 4

OPEN THE METAL GATE!

In order to open the metal gate (which leads to the outside), all the Murgg must be killed. If Alundra touches the metal gate, the Murgg will appear one by one on the platforms in the room. Have Alundra jump up and attack them. Also, try throwing a bomb at them and saying, "Whooaaaa!"



▲ If Alundra touches the metal gate, the Murgg will appear.



▲ Have Alundra jump and attack the Murgg on the platforms.



▲ When the enemies are slain the metal gate will open.

Check 5

TIMED PLATFORMS SUCK!

Alundra needs to work fast in this room; otherwise he'll run out of time. Stand Alundra at the edge of the passage as shown on the right. Alundra can reach the switch to the upper left without being touched by the iron balls. Next move to the right, step on the switch, and cross the plates as soon as the iron balls are gone.



► Stay on the very edge of the ledge to avoid getting smacked by the balls.

◀ Move carefully to avoid getting hit by the iron balls.



► Step on this switch to open the door.

◀ Hurry! This platform won't stay here forever.



Check 6

ZAZAN ATTACKS!



◀ Time to finally give Zazan what's coming to him.

Zazan's attacks depending on how much strength he has left. The first pattern is a combination of throwing rocks and attacking with his body. He will use this attack when his physical strength is high. The second pattern will be used when he is close to death, and the Murgg come to help him. Use the sword's charge attack and Alundra will easily defeat him, regardless of which pattern is used.

ATTACK 1

The best time to attack Zazan is when he's throwing a rock. When he stops moving, get close to his feet and attack him with the sword's charge attack. When he is swinging his arms, Alundra will not be able to attack him.



► Run at a diagonal to avoid Zazan's monkey arms.

◀ Zazan likes to throw rocks at Alundra.



ATTACK 2

In addition to Zazan's first attack pattern, he likes to have his little peanut gallery of Murgg helpers come to cheer for him. Just ignore these little guys. They're only a distraction. Concentrate only on fighting Zazan.

▼ Zazan likes to hear those Murgg cheer.



STORYCHECK ALUNDRA RECOVERS THE CREST!

After defeating Zaza, Alundra recovered the Garnet and Agate crests, bringing the total gathered to five. Unfortunately, two crests yet remain to be gathered before the final battle. Now is definitely not the time to slow down or return this thrilling game to the store where it was purchased. In fact, if it was rented, why not just run out and buy it? Regardless of what you decide, be sure and hurry back to the village. Torla Mountain is ready to erupt!!



▲ Alundra finds the missing crests, and wonders why anyone would just rent a fine game like Alundra when they could own it!



▲ When Alundra enters the village, he feels a giant earthquake.

STORYCHECK TORLA MOUNTAIN ERUPTS!

Alundra returns to the village safely, but immediately endures a disconcerting earthquake. Turns out, the earthquake is a result of Torla Mountain erupting. Of course, this begs the question, "Why would Torla Mountain erupt after being dormant for so very long?" Poor puppet-boy Alundra will have to journey to Torla to find out the answer to that one.



▲ Meia also likes to offer her two cents. However, she seems to be developing feelings for Alundra. Oh yeah, baby.



► The villagers are starting to get scared. Whoop. Big surprise.



STORYCHECK GO FOR THE ICE WAND!



▲ Alundra needs to go to the other side in order to enter the Manor.



▲ After burning down the bush, Alundra can find the hidden path.

The inside of Torla Mountain is brimming with hot, gooey lava. Alundra will need to get the Ice Wand from the Ice Manor in order to safely explore the inside of Torla Mountain. The Ice Wand is capable of putting out some of the fires that are inside. It's also worth mentioning that in certain areas of Torla Mountain, there are



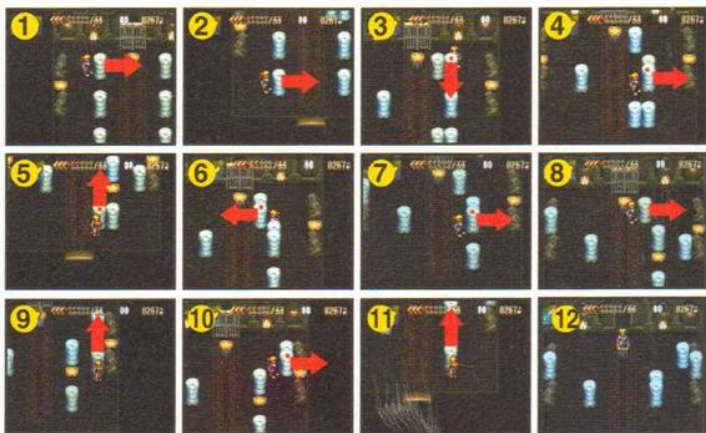
▲ Alundra needs to make his way through this little forest.

many places in which Alundra will need to use **both** the Fire and Ice Wands in order to make it through.

The Ice Manor is located to the north-east of the village, beside Torla Mountain. To find it, it's necessary to go through a narrow pass between two cliffs. In fact, the passage is so well hidden that it looks like it's not even there! Regardless, just burn the bush located where Alundra is standing in the lower left picture, then push toward the right to enter the hidden passage. Good luck!

SOLVING THE FIRST ROOM!

To advance past this first room, move all of the ice pillars onto the switches in the order of the pictures here. When all of the switches have been activated, the door to the next room will open.



OPEN THE DOORS!

To open all three doors, the left and right switches must be in the positions shown in the picture to the right. The left switch should be in the down position. The right switch should be facing left. When all of the doors have been opened, proceed to the next area.



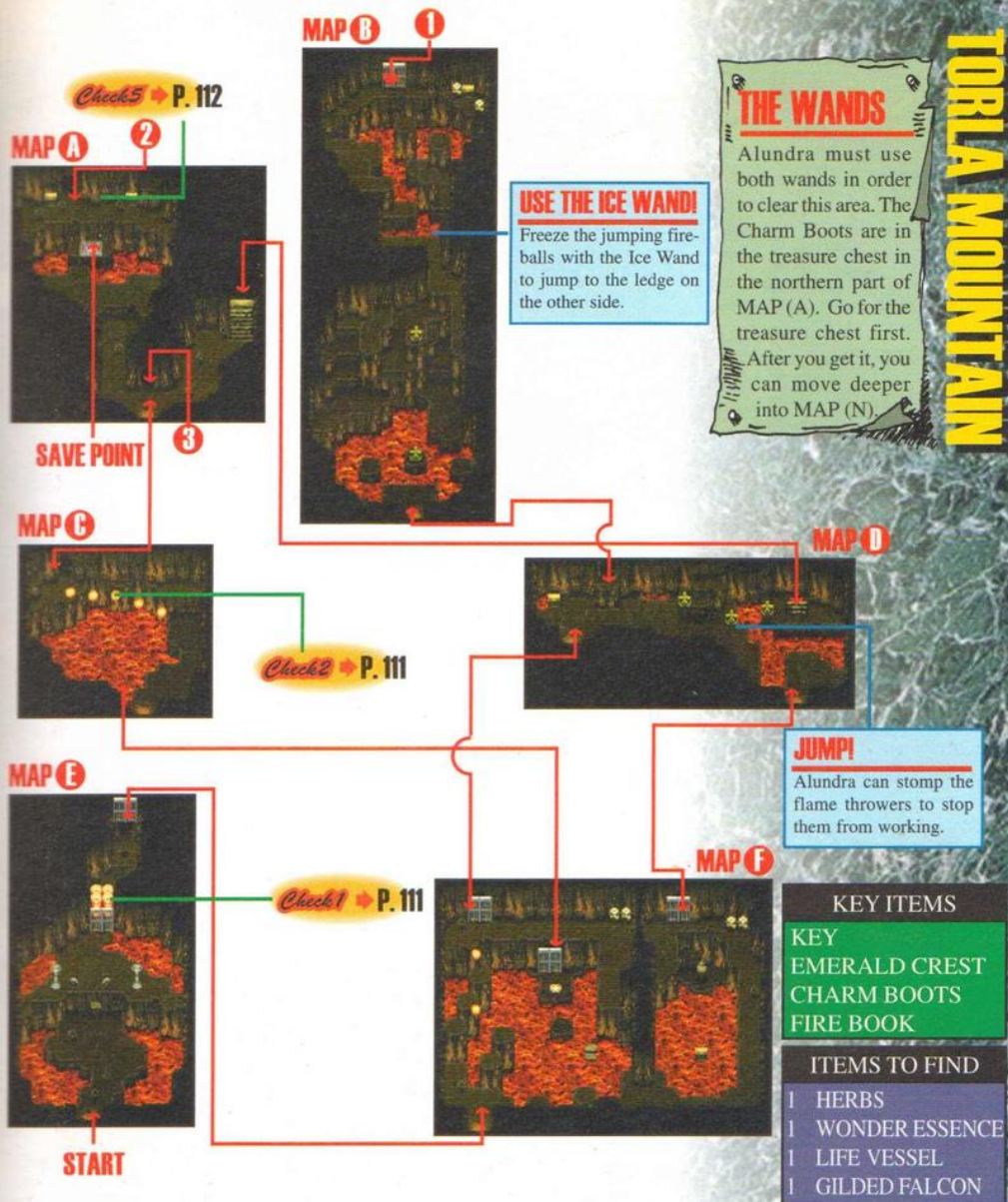
SOLVING THE THIRD ROOM!

The ice pillars must be lined up as shown by the pictures on the right in order to reach the treasure chest in the back. The treasure chest contains the Ice Wand.



THE ICE WAND!

The Ice Wand, like the Fire Wand, isn't as powerful as the other weapons, but a charge attack is possible. Use this rod to freeze bosses, enemies, and fire barriers. With the Ice Wand in hand, you're ready for Torla Mountain!



TORLA MOUNTAIN - WILDA'S HIDING PLACE!

The fire dragon Wilda has caused people to cower in fear for countless generations. After the erection of the shrine to Nirude, the people began to worship him instead of Wilda. When this happened, Wilda retired to Torla Mountain. The volcano has been dormant ever since. Now out of sight, in time many people forgot about this once legendary dragon. With the recent activity at Torla Mountain, it seems like Wilda is ready to regain her crown!

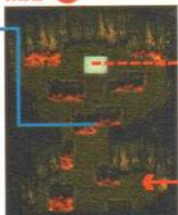
MAP G 4



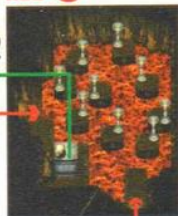
KILL THE BIRDS!

Once all the fire birds are destroyed, the block will be destroyed allowing entry into MAP (G).

MAP II



MAP I



Check 4 P. 112

Check 3 P. 111

HIT THE SWITCH!

Once this switch is activated, the platforms will start moving. Alundra will now be able to reach the top part of MAP (A).

MAP I



USE THE PILLARS!

Change the pillars to ice. Move the left pillar right, up and then right. Next, move the right pillar up and then right.

MAP J 2



MAP I



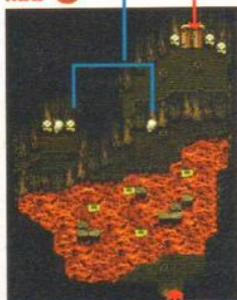
JUMP!

Use the Spring Bean to get to the treasure chest.

FREEZE THE COLUMNS!

Freeze the columns and push one of them across the bridge.

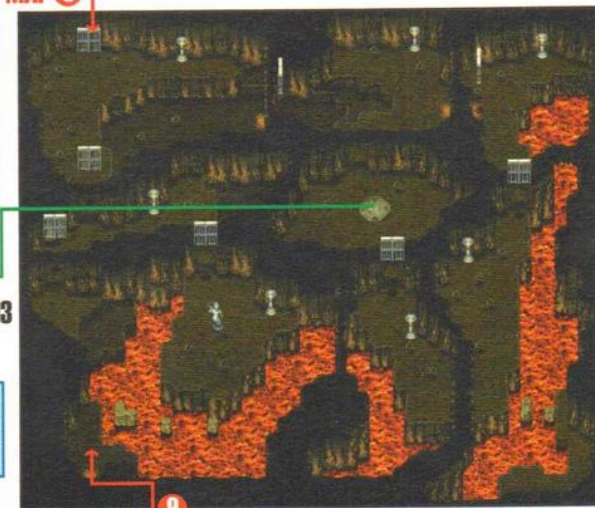
MAP M



THE ROCKS!

Stack the two rocks on top of each other to reach the locked door. The Charm Boots are required here!

MAP O



Check 6 P. 113

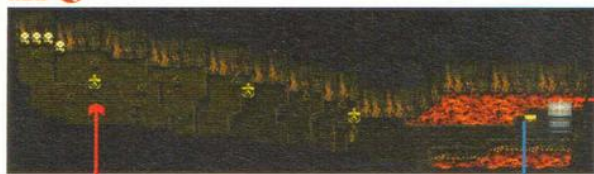
MAP N



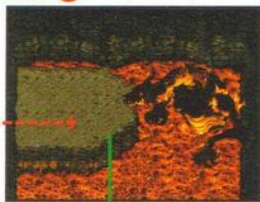
WATCH IT!

Flames will shoot out of the left and right side of the walls.

MAP ①



MAP ②



MAP ③



MAP ④



GET THE FIRE BOOK!

Open the treasure chest to get the Fire Book.

Check 9 ➔ P. 114

WILDA AWAITS!

Check 8 ➔ P. 113

OPEN THE DOOR!

Alundra must solve the mysteries in the upper left and right rooms in order to go to MAP (Q).



MAP ⑤

Check 1 ➔

FREEZE THE TORCHES!

First light the torch using the Fire Wand. This will open the first door. Then change the fire pillars to ice and destroy them with the flail. The last door can be opened by freezing the torch with the Ice Wand.



◀ Use the Ice Wands to change the pillars to ice.



◀ The ice pillars can be destroyed by using the flail.

Check 2 ➔

FREEZE THE FLAME BALLS!

In this room there are fireballs that bounce up and down over the lava. Use the Ice Wand to freeze them so that Alundra can jump up to the ledge on the left. If you jump off a frozen fireball, the ice will melt, returning to fire.



▲ Jump on the ice blocks.



▲ Use them like stairs.



▲ Head for the door.

Check 3 ➔

JUMP ON THE MIDDLE TWO!

Freeze the two center fireballs in this map in order to reach the door at the very top. To jump to the top, freeze one fireball and then jump onto it. Next, freeze another one at higher elevation and then jump onto it. Repeat until the door is reached.



◀ It's best to freeze the middle fireballs to climb to the one above.

Check 4 ➡

First, light all of the torches by using the Fire Wand. The block at the lower left of the screen will drop. Take the rock from the top of the block, and place it on the ground. Next turn off all of the lights by using the Ice Wand. The block to the lower left will then rise. Use the rock to jump up on to the block. Now head for the door.



◀ Get the rock before turning off all of the lights.



◀ Turn off all of the lights by using the Ice Wand and the block will rise.



◀ Use the rock as a foothold to climb to the top of the block.



▲ Lower the block to the southeast, by lighting all of the torches.



◀ Now the entrance to the next room can be reached.

Check 5 ➡

GET THE CHARM BOOTS!

The two treasure chests contain a key and the Charm Boots. The Charm Boots will be very useful in Torla Mountain, which is surrounded by lava. The boots will prevent Alundra from receiving damage when walking on the lava. So, after getting these boots, it'll be okay to walk on the molten lava.



▲ Use the pillars to jump up to the ledge in order to use the moving platforms.



▲ The first thing to do is to find the Charm Boots.

THE CHARM BOOTS!

With the Charm Boots (which, incidentally, are the bitchinest boots in the game), Alundra will be able to do many things that he was previously unable to do. With these boots it is now possible to walk on the lava without getting damaged.



▲ The Charm Boots must be found before exploring Torla Mountain.

▼ Now Alundra can walk on the lava. He refuses to lie on a bed of nails, however.



Check 6 → LIGHT THE SEVEN TORCHES!

In order to get the blessing from the Goddess, Alundra must light all of the seven torches in this room. The torches must be lighted in such a way that Alundra ends up at the crest on the floor in the middle of this map. After receiving the blessing, the metal gate at the upper left will be opened.

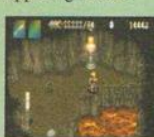


◀ Talk to the statue.

Light the torches in the following order:

▲ First, light the torch next to the statue.

▼ Second, light the upper right torch



▼ Third, light the torch that is below the second one.



▲ The next torch is to the lower left of the third one.



▲ The next torch is to the upper left of the statue.

▼ The sixth torch is in the upper left of the map.



▼ The last torch is in the room to the right of the sixth torch.



Check 7 → USE THE ICE PILLAR!

The pillar must be used to jump up and light all four torches. Light the torches starting from the lower right and go counterclockwise. Change the pillar in to ice with the Ice Wand, and move it to the left, down, and to the right. You will then be able to light the lower right torch. After lighting the lamp, slide the pillar to the right and light the remaining torches.



▲ Change the pillar in to ice, and move it to the left, down, and to the right. Light the lower right torch.

▼ Light the others by going counterclockwise. This picture shows how Alundra lighting the upper right torch.



▲ This will be the last torch that Alundra should light. Jump and light if having trouble getting the lamps to "catch" the flame.

Check 8 → USE BOTH PILLARS!



◀ Start by lighting the torches that are at the bottom of the map. Move the pillars as shown here.

► Move a pillar from the upper left of the map to the upper right, and use it to jump to the torch.



The torches here need to be lit in the same manner as an Check 7, but two pillars must be moved in this puzzle to light them.

First, move the left pillar to the right and then down. Now both of the bottom torches can be lighted. Next, move the left pillar right and up to light the left torch. This pillar then needs to be moved to the left. Move the ice pillar that is at the bottom of the map earlier to the upper left. Now Alundra will be able to climb to platform on the upper left.

Use the Ice Wand in the battle against the fire dragon, Wilda. The only time that Alundra will be able to attack Wilda, is when she lowers her head to the ground. Also, the half-moon shaped flame attack has three different patterns. Watch to see what pattern he uses in order to avoid getting nailed by the fire.



▲ Listen to Wilda's counsel.



◀ Wilda will first throw flames far and then near her face.



WILDA - A GUARDIAN!

Since hibernating, Wilda has mellowed, and has agreed to do a favor for Nava. Nava requested that Wilda be one of the seven guardians. Grateful, Wilda agreed to hide the crest in her lair deep within Torla Mountain.

STORYCHECK

ONLY ONE CREST REMAINS!

Wilda has given Alundra the sixth crest. However, the last crest cannot be found until the very end of the game. Also, at this point, there doesn't seem to be any information about another guardian. The last guardian will emerge when it's time for him to do so. All that's left is to follow the story and see what happens.



▲ Alundra gets the Emerald Crest.



▲ Meia informs Alundra that Bergus has been kidnapped.

STORYCHECK

THE MURGG KIDNAP BERGUS!

Bergus has been kidnapped by the Murgg. In order to help him, Alundra must find where he is. To do this, he must enter his twin brother Nestus' dream. Since they're twins, Alundra should be able to cross over into Bergus' dream, awaking next to Bergus in the Giant Tree Tower.



▲ Bergus is kidnapped by the Murgg, what is their plan?

▼ By entering Nestus' dream, Alundra can find Bergus.



▲ Enter Bergus' dream and bring him back alive.

MAP B



MAP D



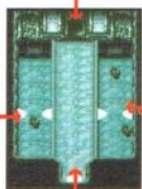
MAP F



MAP A



MAP C



MAP E



NESTUS' SIDE

GO TO BERGUS' SIDE!

Go to Bergus' side and step on the switch in that room. After the switch is activated, the block will lift up in this room.

Check 2 P. 117

ACTIVATE THE SWITCHES!

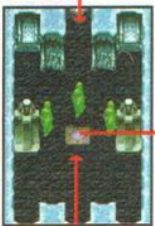
To open the gates in the middle, step on these switches.

Check 7 P. 118

WATCH CAREFULLY!

Watch to see how these switches are activated. Now step on the warp pad and activate the switches in that room.

MAP H



SAVE POINT

START

DESTROY THE MURGE!

When all of the Murg are destroyed, the left metal gate will be opened.

Check 5 P. 118

MAP G



REMEMBER!

Remember the order in which the switches are pressed, and then step on the warp pad. Now, step on the switches in the opposite order.

ITEMS TO FIND

- | KEY
- | LIFE VESSEL
- | GILDED FALCON

UNDERSTANDING NESTUS' AND BERGUS' DREAM!

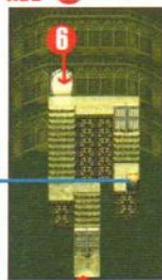
This dungeon consists of two areas; Bergus' side and Nestus' side. In order to solve the trap to the lower left of the map on Bergus' side, watch to see how the switches are activated in the lower right of the map on Nestus' side. Use the transport pads to travel between these two areas. Just remember that Bergus' side is a mirror reflection (reverse) of Nestus' side.

MAP I**THE FIRST SWITCH**

After stepping on this switch, the first stone statue will move from MAP (H) to MAP (P).

MAP K**THE SECOND SWITCH**

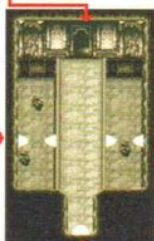
After stepping on this switch, the second stone statue will move from MAP (H) to MAP (P).

MAP M**THE THIRD SWITCH**

After stepping on this switch, the third stone statue will move from MAP (H) to MAP (P).

MOVE THE BLOCK!

By stepping on this switch, the block in MAP (A) will move.

**MAP J****MAP I****MAP N****BERGUS' SIDE****HIT THE SWITCHES!**

The door will open when the switches are activated in the correct order according to Nestus' dream.

Check 4 → P. 118

MAP O**USE THE KEY!**

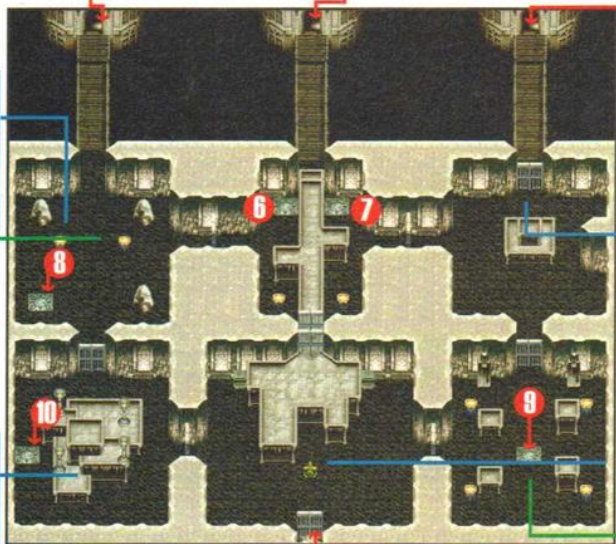
Open the door with the key that was in the lower right-hand room.

FIREBALLS!

Watch the movement of the fireballs to avoid getting damaged.

LIGHT THE TORCHES!

Remember the order that the torches are lit. Now, go to Nestus' side and do the same.

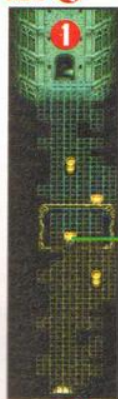
**MAP P****TIME TO FIGHT THE BOSS!**

Check 9 → P. 119

**THE TWINS' DREAM!**

Even though Nestus and Bergus are twins, their characteristics and manner of speaking are completely different. The only thing that's the same about the twins is their looks. When the twins sleep, their dreams are united, and are very similar to each other. The hints that are given in the dungeon need to be reversed as they are in each dream.

MAP (O)



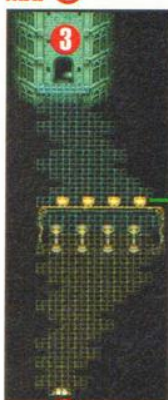
Check 3 → P. 117

MAP (R)



Check 5 → P. 119

MAP (S)



Check 6 → P. 118

Check 1 →

Turn around the hint that was shown in the lower left room of MAP (G). Just remember to turn the hint around from right to left.

Step on the switches in the following order: lower right, upper right, upper left, lower left.

SWAP THE SWITCHES!



◀ In Nestus' side, note how the switches change clockwise.



◀ In Bergus' side, step on the switches in a counter-clockwise pattern.

Check 2 →

Watch the way that the fire moves in the upper right room of MAP (O). Now step on the four switches in a counter-clockwise fashion.

Step on the switches in the following order: upper left, upper right, lower right, lower left.

STUDY THE DREAMS!



◀ In Nestus' side, note how the flame moves counter-clockwise from the upper right.

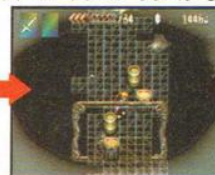


◀ In Bergus' side, step on the switches counter-clockwise starting with the upper left switch.

Check 3 →

Here, both barrels must be placed on the switches at the same time. The barrel in the mirror will move in the opposite direction that Alundra does. Move Alundra slowly so that he can be positioned so that the barrel will be able to activate both switches.

WATCH THE MIRROR!



▲ Move Alundra so that he'll throw the barrel on the switch that is behind the mirror. After the switch is activated, the glass will break.

Check 4 ➡

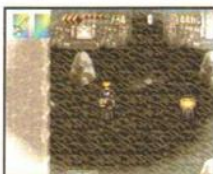
REMEMBER THE ORDER!

The switches here turn on and off in sequence. Remember the sequence and step on the warp pad. Now it's time to step on the switches in order.

Step on the switches in the following order: left, right, right, left, right, left, left, right, left.



◀ Watch carefully, it might be a good idea to take some notes, or look at the solution in the black box.



◀ Remember, the order of the switches in order to complete this puzzle.

Check 5 ➡

LIGHTING THE FOUR LAMPS

In Bergus' side, the lamps will be lit in a specific order. Remember the order and go to Nestus' side. Use the Fire Wand to ignite the lamps. When the lamps are turned on in the correct order, a treasure chest will fall. Inside is a key that's desperately needed.

Light the lamps in the following order: top right, bottom right, top left, bottom left.



▲ It's important to watch the order in which to light the lamps.



▲ After all the lights are turned on, a treasure chest with a key inside will drop.

Check 6 ➡

BE A YOUNG CONTRARIAN!

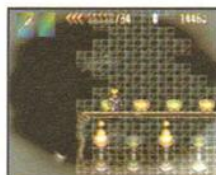
Watch the order in which the lamps are lit. Then, jump on the switches in the opposite order to break the glass. With the glass broken, proceed to the final level.

Step on the switches in the following order: right center, far left, far right, left center.



▲ Remember the order of lighting the lamps.

▼ Step on the switches to light the lamps..



▲ This is the last switch to activate.

Check 7 ➡

THE CENTRAL SWITCHES!

There are two switches located at the center of MAP (G) and MAP (O). By stepping on these switches, the metal gates will open, allowing passage from Nestus' side to Bergus' side. This is the way to the final area in the twins' dream.



▲ Step on the central switches in Nestus' side.

▼ Also, step on the central switches in Bergus' side.



▲ After activating the switches, run down the middle part of the map.

Check 8

The fireball moves in the exact opposite direction that Alundra moves. Guide the flame so that the lights are lit in the correct order. Have fun! This one takes some time to get it right.

Turn on the lights in this order: far right, center, far left, right center, left center.



▲ Remember, the flame will move in the opposite-direction.

▼ Be patient, it takes some time to learn how to control the flame.



▲ This is the last lamp that needs to be lit.

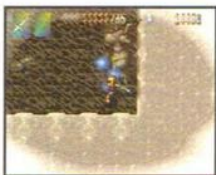
Check 9

FIGHT THE TERROR TWINS!

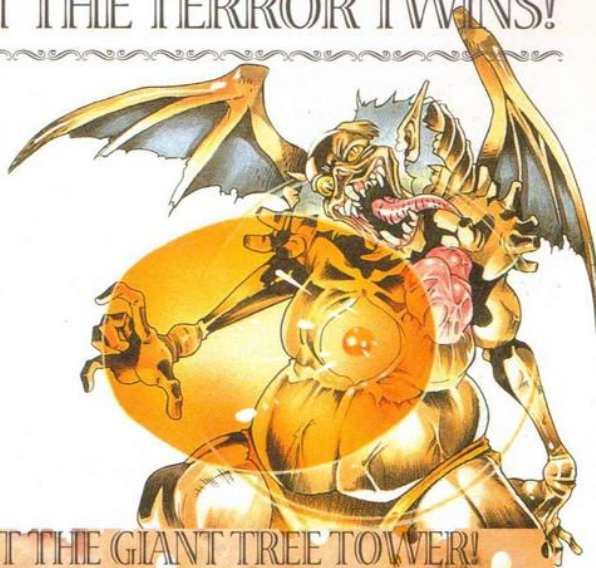
The Terror Twins will attack from both sides at the same time. To win the fight, Alundra only needs to destroy one of them. Therefore, take the time to just attack one while avoiding being hit. After the fight, Alundra will awaken next to Bergus.



▲ For heaven's sake, don't get in between the two.



▲ Just go medieval on one of them.



STORYCHECK

BACK AT THE GIANT TREE TOWER!

After exiting Bergus' Dream, Alundra finds himself in another jail cell near the Giant Tree Tower. To rescue Bergus, Alundra must destroy the statue of Melzas with the flail. When the statue is destroyed, an earthquake suddenly hits. Move Alundra down toward the doors. Now, try to get one of the falling rocks to hit the switch. After the switch is activated, the door will be open. Get out of jail and head back to the village.



▲ Time to rescue Bergus.



▲ Destroy the statue of Melzas.



▲ After destroying the statue, an earthquake hits suddenly.

MELZAS' STATUE

This statue of Melzas is similar to the one in the Sanctuary; however, its eyes are closed. Shortly after Ronan began to pray to the statue, the deadly nightmares began. Time to find Ronan!



▲ This statue of Melzas is different than the one in the Sanctuary; its eyes are closed.

STORYCHECK

The first thing that Alundra sees when he returns to the village is fire - everywhere! Some of the villagers have unfortunately burned to death. With the Murgg still in the village, Alundra must kill them to end the slaughter.



Many of the villagers have lost their lives.



Go kill the remaining Murgg that are still in the village.

STORYCHECK



The survivors have all gathered at Beaumont's house. Inside they are discussing whether they should continue to pray to the gods for help or not. The people



now realize that this nightmare has been due to the "god" they had believed in. However, Ronan believes that they should continue to pray to the god anyway. The village elder, Beaumont, decides that the decision should not be made so soon, but suggests that the final decision should be made the next day. Ronan warns about the anger of the gods, and then leaves...

BEAUMONT - INOA'S MAYOR!

Beaumont is the head of the village of Inoa. He is not an extremely religious person, but he does believe in the existence of the gods, which is important to the people. When the king prohibited idol worship, he had a meeting with Ronan and suggested that one idol statue be hidden underground the church. He lives with his very intelligent wife, Thyea, and their nine-year old, Talis.



STORYCHECK

Today is the day the villagers will make their decision. It seems that the villagers are all in agreement, except for the Ronan. Alundra, concerned about Ronan, decides to go to the Sanctuary and confront him. After Meia's prodding, Alundra decides that he'll go and see if Ronan will continue to serve Melzas, or if he'll help the

DECISION TIME!

villagers. But, if Ronan's the one that killed Sybill and Jess...



▲ Meia wants Alundra to confront Ronan.

THE SILVER ARMOR!

Before going to the Sanctuary, get the Silver Armor from Naomi. Alundra's going to need it!



▲ At last, the Silver Armor!

STORYCHECK

RONAN SHOWS HIS TRUE COLORS!

Because of his faith in Melzas, Ronan will do anything to serve him. Ronan gives up the chance to remain a human and becomes a hideous monster. During the battle with Ronan, watch the attacks from the sky. When Ronan first fires a laser towards the sky, track its shadow on the floor. The shadow will show where the laser will hit.

▶ Watch the shadows to avoid getting hit by the lasers.

◀ Ronan regrets that he didn't kill Alundra earlier.

◀ Use the charge attack to kill Ronan.



RONAN - AGENT OF DARKNESS

Ronan knows that the villagers will decide to follow Alundra. So, rather than give up his beliefs, he turns to Melzas for help. Melzas hears Ronan's petitions and grants him this grotesque body with which to dispatch Alundra.

STORYCHECK

TALK TO CEPHAS!

After destroying Ronan, the villagers decide that the only safe place to stay is in the Sanctuary. After receiving the Holy Sword, Alundra goes and talks to Cephas who tells him to search for Nava. Nava is holding the last crest.



◀ Beaumont is concerned about Alundra's safety.

▶ The villagers decide to stay in the Sanctuary.



▲ Cephas tells Alundra how to obtain the final crest.

CEPHAS - A ZOLIST!

Cephas is a grave-keeper that watches the cemetery east of the Sanctuary. He is a member of the Zolist Tribe, like Nava. He has been instructed to assist Nava with protecting the Diamond Crest.

THE HOLY SWORD!

This is one of the most powerful swords that you can get in the game. It is capable of a charge attack that far surpasses all of the other swords.



GO TO NAVA'S KEEP!

Cephas gives Nava's message to Alundra, after he obtains the Holy Sword. In order to meet Nava, the guardian of the crest, Alundra has to make his way through the underground passage from the old man's hut.

MAP A



MAP B



THE PURPLE LIGHT!

After reading the message in MAP (M), a purple lamp will appear in the center of the room. Hit it with the sword and it will light up.

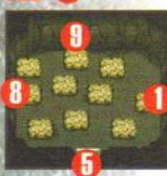
MAP C



USE THE BARREL!

A lamp will appear in the upper right. Move the barrel from the upper left to the right and use it to reach the lamp.

MAP D



USE THE BOMB!

There is a lamp hidden underneath the rock in the upper left. Bomb the rock and then hit the lamp with the sword. Three exits are also hidden underneath the rock, as marked.

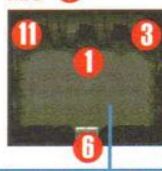
MAP E



IT'S A LONG JUMP!

Jump in a diagonal direction from the upper right of the map, to the central level where a lamp is located.

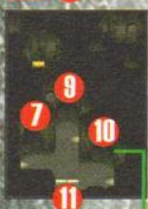
MAP F



KILL THE MONSTERS!

When all of the monsters are destroyed, a lamp will fall from the ceiling.

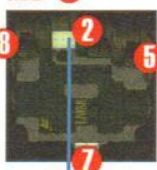
MAP G



MAP H



MAP I



WHAT'S IN THE WATER!

When all of the Killers are destroyed, a platform with a lamp will be lowered.

MAP J



GO FROM THE RIGHT!

From the center of the map, move to the high ledge on the right. From there go counter-clockwise to reach the lamp.

Check 2 → P. 124

KEY ITEMS

DIAMOND CREST
WIND BOOK

ITEMS TO FIND

1 HERBS
1 STRENGTH ELIXYR
1 LIFE VESSEL
1 GILDED FALCON

FINDING THE WAY!

All of the rooms in Nava's Keep are connected in one way or another. To make it through, first go to MAP (M) and read the sign. Now go and light all twelve lamps in order to open the door to the island. Be patient, it does take time to make it through this area. Just be sure to make good use of the maps provided and connect the numbers to find the way. After arriving at the island, be sure to get the important items that are in the treasure chest there.



Check 3 → P. 124



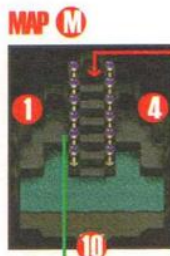
GRAB THE BARREL

Put the barrel by the water on the land to the upper right. Jump from the barrel to the little piece of land where the lamp is located.



HIDDEN PASSAGE

Use the hidden passage located at the right. Go through this to activate the lamp in the center.



Check 1 → P. 123



GET THE TREASURE CHEST

Open the treasure chest that is located on the left side of the island to get the Wind Book. To get the treasure chest, go behind the hut from the right side.



Check 4 → P. 124
TIME TO FIGHT ZORGIA

SECRET OF THE KEEP

The underground passage between Nava's hut and the lonely island floating in the southern sea, was made by the now extinct merman tribe of Selida. It is said that the tribe, who had gained control of the ocean, conspired and planned to take control of the continent as well. They built this passage to allow them to invade the continent.

Some people suggested that a war broke out and a troop from their enemy country, "Geyrus," landed on the island. They planned on defeating the troops by setting a trap in the passage, but since the enemy troops were unaware of the passage, the war ended, and the passage was never used. It is unknown how the Seldia, people so powerful that they had control over the entire ocean, became extinct.

Later, Nava, a Zolist who doesn't dream, was appointed a guardian. His hut is at the entrance of this forgotten passage. Nava has hidden his crest in the back of the hut on this lonely isle. Since the passage was so remote, it seemed as if the Releaser might have trouble even knowing about it when he or she came. Therefore, Cephas, the grave-keeper in Inoa, was ordered to assist Nava in guiding the Releaser.

Check 1 → LIGHT THE TWELVE LIGHTS!

The exploration of the underground passage begins from MAP (M). Touch the door at the very back of MAP (M) to get a clue about lighting the lamps. Twelve lamps will now be placed in different rooms. Now, go back through all the rooms, making sure that all twelve of the lights are lit.

▼ Now go and find the lights in the room.



▲ Get the message in MAP (M), before the door will be unlocked.



Check 2

FINDING THE LIGHTS!

When Alundra enters into the secret passage it's important that he keep jumping. Since the height of the passage varies across the floor, Alundra must keep jumping so as not to become stuck.



▲ Enter the secret passage from the left.

▼ Keep jumping to the left to get out of this area.



▲ Don't forget to get the treasure chest in the middle.

Check 3

KILL BEFORE JUMPING!

Before taking the time to jump to the light, make sure that all the enemies are destroyed. Otherwise, there is the chance that they'll knock Alundra down from the rock columns before he can reach the lights.



◀ Stand at the very edge before trying to jump.



◀ Jump as far as possible; otherwise, it's impossible to reach the columns.

Check 4

TIME TO FIGHT ZORGIA!

After Zorgia fatally wounds Nava, he's ready to put into action the words he spoke to Alundra at Nirude's Lair. During the fight, the only time that Alundra will be able to cause Zorgia any damage will be when he lands on the ground. Try using the sword's charge attack to destroy Zorgia. Pay attention, timing is critical in winning this battle!



◀ Talk to Zorgia to find out what insane ideas are rattling around in his freakish head.

► Stay close to Zorgia so that Alundra can attack him at anytime.



▲ Use the sword's charge attack to quickly dispose of Zorgia.

STORYCHECK

DEATH OF THE LAST GUARDIAN!



▲ Talk to Nava.



▲ Nava, as the last guardian, will give the Diamond Crest to Alundra.

Even though Zorgia was defeated, Nava died due to the seriousness of his wounds. However, as the last guardian, Nava is still able to help Alundra in his quest. Nava gives him the Diamond Crest. Now that Alundra has the crest, it's time to go to the last and most feared area in the game: The Lake Shrine.

STORYCHECK PUT THE CRESTS ON THE STANDS!

In order to get into the Lake Shrine, Alundra must place all of the crests on the pedestals located around the lake. To get to the upper-left stand, go above the coal mine, and walk to the far left, across the waterfall, then in the cave. The cave exits on the left side of the lake. All the other stands can be reached by going left of Magyscar Cave. Jump off the bridge, and swim to the center isle pedestal.



▲ Place the crests on the pedestals.

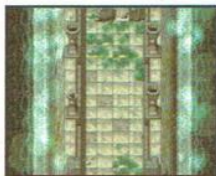


▲ Go through this door west of the Inoa Mine to get to the upper-left stand.



THE LAKE SHRINE EMERGES!

When all of the seven crests have been placed on the pedestals, the shrine in the lake will rise from its watery grave. This temple was built long ago so that the people could worship Melzas. The crests were used to seal the shrine in the lake. Now that all the crests have been placed, the shrine again rises from the water, and the final battle beckons.



◀ The way to the Lake Shrine is now open.



THE LAKE SHRINE

OPEN THE GATE

The only way to enter the shrine is through the front door; however, the front door is securely locked. To open the door, there are two switches that must be activated. Once those switches are activated, enter the temple. The final battle is very close at hand.

ITEMS TO FIND

- 7 KEYS
- 3 HERBS
- 1 MAGIC SEED
- 1 STRENGTH TONIC
- 1 GILDED FALCON

Check 4 P. 128



GET THE KEY!

This treasure chest contains the key that will allow access to the last switch.

MAP A



MAP D



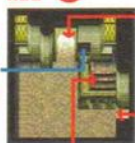
HIT THE SWITCH

After activating this switch, Alundra can get the treasure box at the top of this screen.

MAP B



MAP C

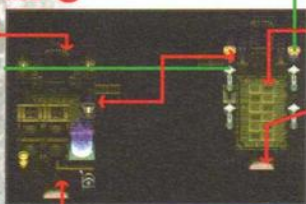


KILL THE ENEMIES TO LOWER THE GATE

STEP ON THE SWITCH

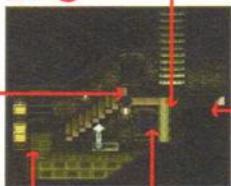
Step on this switch to open the door on the floor.

MAP E



Check 5 P. 129

MAP G



USE THE ARROW!

Hit the switch with an arrow to unlock all the blue force fields.

MAP H



TWO DOORS!

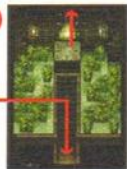
Get both keys to open the doors in front of the switch.

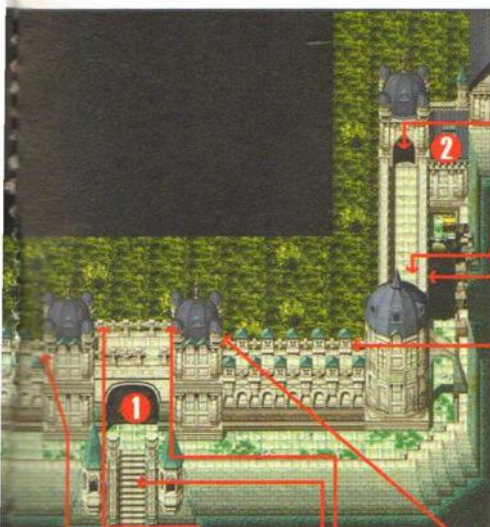
MAP I



BACK TO TOWN

MAP J





MAP L



Check 1 ♦ P. 128

MAP M



MAP N



USE THE BARRELS!

Make a staircase with the barrels to reach the landing on the west side.

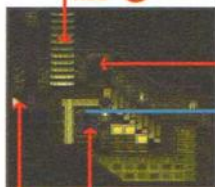
THROW THE BARREL!

Throw the barrel over the wall onto the switch.

MAP O



MAP P



UNLOCK THE DOOR!

Use the key to unlock this door that leads to the red seal.

MAP R



GET THE KEY!

After unlocking the blue force fields on MAP (H), get the key from the chest here.

MAP S



HIT THE SWITCHES!

A treasure box will drop when the right and left switches are activated.

MAP T



Check 3 ♦ P. 128

MAP U



Check 2 ♦ P. 128

MAP V



THE LEGEND OF THE LAKE SHRINE!

The Lake Shrine was built by the devout worshippers of Melzas. King Snow wanted the inside structure to be built like a maze. The King thought that the people wouldn't appreciate their god if they could easily reach Melzas' inner chamber. Some people had to leave the temple without being able to pray to Melzas. Only the people that could find their way through the maze were able to pray to Melzas, and those were rewarded with sweet dreams.

The King began to worry that Melzas would gain more power than he had because of the prayers continually being offered to him. In a desperate attempt to stop Melzas, he prohibited idol worship and buried the temple in the lake. The temple was sealed by means of seven crests. Each of these crest were given to a guardian for safe keeping. After the faithful left Melzas' fold, his power dwindled...

Check1 ➡

USE THE ARROWS!

Usually switches do not respond to arrows, but this particular one does. To hit the switch, jump up in the air, then fire an arrow toward the switch. When the switch has been hit, the gate will open.



◀ Watch out for the enemies, they attack relentlessly in here!



◀ Jump up in the air before launching an arrow at the switch.

Check2 ➡

TRY TO HIT THIS SWITCH!

Shoot the switches with an arrow without hitting the moving obstacles to drop the force fields here. The arrow's charge attack will not activate the switch. The best time to shoot is just after the obstacles finish passing in front of Alundra.



▲ Shoot between the obstacles.

▼ Watch the movement of the second obstacle.



▲ After hitting the switch, the seal will be unlocked.

Check3 ➡

STRIKE THE RUSTY CHAIN!

Two switches operate the front gate. Just pushing the switch is not enough, the chain must actually move. If the chain doesn't move after turning on a switch, strike it two or three times with a sword. This should start the chain moving. Remember to do the same to the switch on the other side. Once both are activated, the front gate should open.



▲ The rusty chain will start to move after striking it with the sword.



▲ After hitting the chain, jump on the switch. The chain will then move.

Check4 ➡

FIND THE HIDDEN PASSAGE!

The door here will not open unless both switches are activated at the same time. The upper left pole must be moved to allow access to the hidden room on the left. Get the barrel in that room and carry it back through the secret passage. Put it on one of the switches, jump on the other and the door will open.



▶ By moving the pole down, the door on the left will be open.

◀ Move this pole to get to the hidden room on the left.



▲ Take the hidden passage to get the barrel to put on the switch.

Check 5 → HOW TO GET THE BARREL!

In order to take the barrel, the blue force field must be broken. After the force field is broken, take the hidden passage to the left room. Take this barrel to the right through the passage. Put the barrel on one switch, jump on the other and the door will be opened.



◀ After unlocking the blue force field, take this barrel to the room on the right.



◀ After placing the barrel on the switch, jump on the other one to open the door.

GO BACK TO THE VILLAGE

To get to the interior of the Lake Shrine, Alundra must make his way through the courtyard. Just walk on the one-way switch and activate them. After all the switches are activated, Alundra can go back to the village and stock up on supplies. Remember this! It may be necessary to go back to the village when the supplies start to run low.



▲ Go to Lurvy's shop to stock up on necessities.



▲ Be sure to open all of the treasure chests on the field map.

VOICES III

CHARACTER DESIGNER: YOSHITAKA TAMAKI

Q. The themes of "Alundra" are faith and death. How do they affect you in designing the characters?

A. The themes had an impact on designing the characters like

monsters, etc. Mr. Tezuka who was in charge of the scenario, didn't make any particular request to me regarding character designs. So I could freely use my own imagination to design them.

Q. How did you actually create the characters based on your own imagination?

A. Take Melzas for example. At first, Melzas had an image of a god which appears in Mythology. I added an image of a tree representing longevity. Those images make up what Melzas looks like now. That is also the reason why his legs are representative of tree roots, as you see in the screen picture.



PROFILE

Yoshitaka Tamaki is a character designer who presents unique visual expressions in his own style, as seen in many games such as "Shining Force™", "FEDA™", etc.



LAKE SHRINE INTERIOR

ITEMS TO FIND

- 4 HERBS
- 6 KEYS
- 2 STRENGTH TONIC
- 2 MAGIC ELIXYR
- 1 WONDER ESSENCE
- 1 LIFE VESSEL

START THE ENGINES!

The interior of the Lake Shrine is more involved than the outside. When Alundra attempts to head straight for Melzas, he throws him outside the inner sanctuary. Also, as if matters aren't bad enough, Melzas stopped time as well. There are two clock towers on the left and right side of the shrine that must be reactivated to start time again.

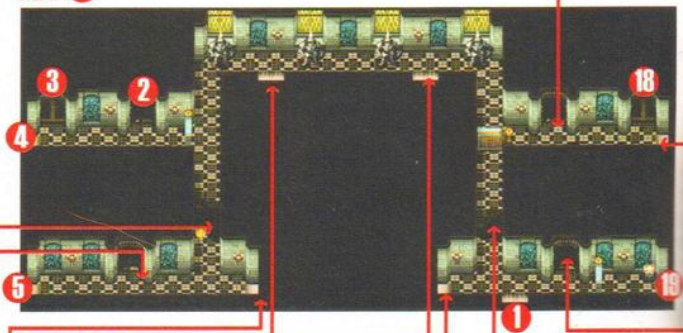
MAP A



GET THE KEY!

After the clock starts, it'll be possible to use the barrel to get the key the treasure chest.

MAP B



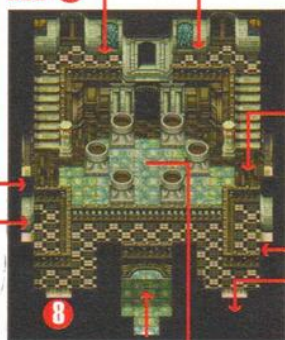
MAP C



MOVE THE POLE FIRST!

First move the pole onto the switches. Then use the barrel to cover the remaining switches.

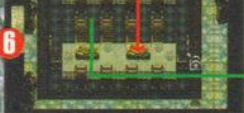
MAP D



MAP E



MAP F



START

Check? P. 136

FIRST FIND MELZAS!

Before trying to explore the shrine, go straight into the room at the top. Inside, Melzas will appear and stop time. Next, he'll throw Alundra out of his chamber. Now it's time to go and explore the interior of the shrine.



▲ Melzas throws Alundra out of his inner sanctuary.

MAP I

**USE THE FIRE WAND!**

The Fire Wand is effective to attack the enemies on the floor. After defeating them all, get the key.

MAP I

**SUGGESTIONS FOR THE EAST SIDE!**

In order to break Melzas' spell, Alundra will have to start time by operating the clock towers. There are clock towers on both the east and west sides. Time will only start again when both clocks have been activated. First, work on the east clock tower. That way, it will be easier and more efficient to explore the complicated shrine. Make sure to compare the east tower with the west. There are many puzzles that need to be solved before the enemy starts to move.

MAP I



MAP M

**ONE COLOR!**

Hit the targets with arrows and make them all turn the same color, green or orange will do.
NOTE: Start time before attempting to solve this puzzle!

MAP K



MAP N



MAP O



20

**ATTACK THE ARMOR!**

Kill the enemy that is inside the armor to get to the next room.

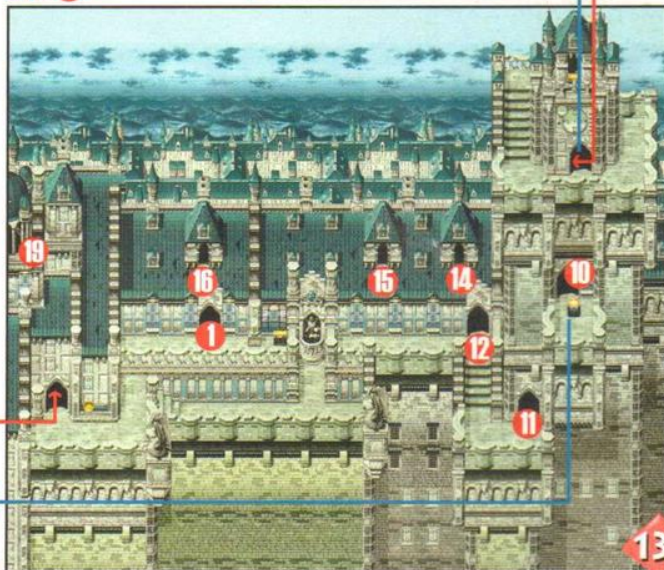
MAP P

MAP I

**GET THE KEY!**

The key in the clock tower can only be obtained when both clocks are working.

MAP R

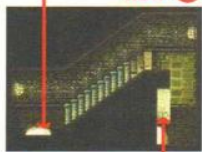
**STEP ON THE SWITCH!**

Don't forget to step on this very important switch.

MAP S



MAP I



MAP U



MAP V

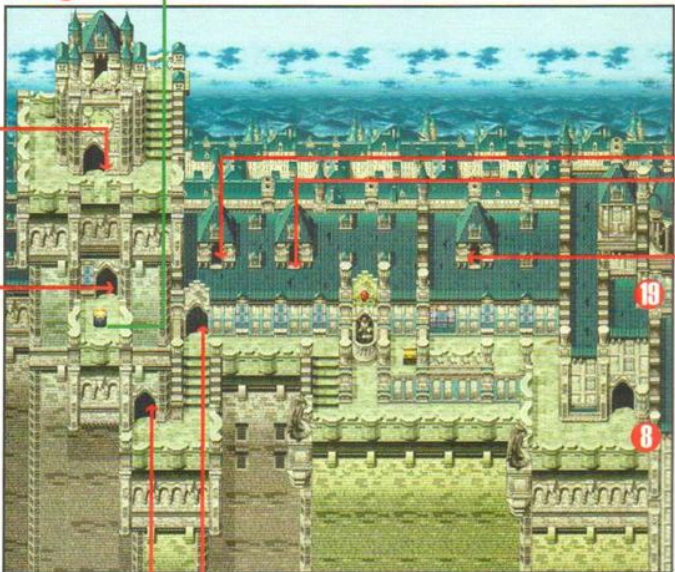
**FIND THE BARREL!**

A barrel is hidden in the armor on the left side.

Check 4 ♦ P. 134

MAP X

Check 5 ♦ P. 134



MAP W

Check 11 ♦ P. 136

Check 3 ♦ P. 134

MAP Z



MAP AA



MAP AB

**MOVE THE POLE!**

When the pole is placed on the switch, a lamp will fall. Shoot the lamp with an arrow.

Check 6 ♦ P. 135

MAP AC



MAP AD

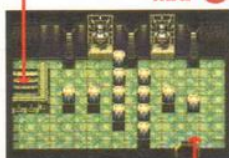
**THE WEST SIDE!**

The west side of the shrine is loaded with many difficult traps. Be careful! The stairs to the clock tower can be treacherous! There is a switch right below the tower that can restore a magic drop after a certain length of time.

MAP AF



MAP AG

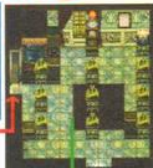


MAP AH

**THE SWITCH!**

Turn on the switch, but watch out for that ball.

MAP AI



Check 8 → P. 135

Check 1 → P. 134

MAP AJ

**GET TO THE SWITCH**

Jump on the moving platforms to try and jump back to the switch on the north

MAP AK



MAP AL



Check 2 → P. 134

MAP AM

**GET THE TREASURE!**

After pressing the switches in MAP (AS), a treasure box will appear here.

18



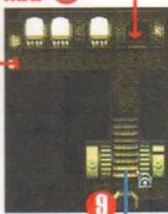
4

MAP AO



11

MAP AP



9

MAP AQ



10

KEEP THE DOOR OPEN!

By stepping on the switch below, MAP (AT) becomes accessible.

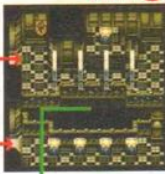
MAP AR



20

21

MAP AS



Check 12 → P. 136

Check 7 → P. 135

MAP AT



MAP AU



19

MAP AV



12

MAP AW



MAP AX

OPEN THE DOOR!

Step on the switch to open the door.

MAP AY

DESTROY THE IMAGE!

After destroying the statue and breaking the blocks, grab the barrel and put it on the switch. Step on the other switch and the door will open.



16

15

14

Check 10 → P. 136

Check1 ➡

BEWARE OF THE FLAMIES!

The flames move up in three lines starting from the south and moving to the north. Follow the fire as it moves toward the top of the screen. Be patient and don't rush.



◀ Follow the flames as they move toward the top of the screen.



◀ Jump the moment that the flame disappears.

Check2 ➡

LIGHT THE LAMPS!

The six armor suits that are all lined up have torches inside them. First break the armor, then light the torches with the Fire Wand. The treasure chest will fall on the last torch that is lit.



◀ Use the sword or flail to break the armor.



◀ Light the lamps by using the Fire Wand.

Check3 ➡

FIND THE SECOND BARREL!

There are two switches below. Four switches must be pushed, and there are three visible barrels. First, find the other barrel in order to reach the ladder. This barrel can be found by looking under the wooden crates that are next to the switch.



▲ Move the stacked crates by the switch.

▼ By moving the boxes, a barrel can be found.



▲ Put the barrel on the switch.

Check4 ➡

SIPANK THE SWITCH!

After hitting the lever, the button-switch in the air will begin to drop. Jump onto that switch to open the door. Remember that time will start when both switches in the clock towers have been activated.



◀ Use the sword to hit the lever to lower the switch that's floating in the air.



◀ When time has started, the switch in the air will fall. Don't forget to jump on that switch.

Check5 ➡

ACTIVATE THE SWITCH!

After hitting the switch in the west clock tower, the door will open, allowing access to the outside of the shrine. After falling down from the doorway, activate the switch.



◀ After stepping on the switch, one of the lights in the main room will go out.

Check 6

TIMING IS CRUCIAL!

These two plates that move in opposite directions, are operated by one switch. Set two bombs on either side of the switch. Set them at different times so that Alundra can jump from one plate to another. Wait until the second bomb explodes. When it explodes, the platform will move next to the switch. Now, jump on the switch.



Place bombs on both sides of the switch.

After placing the bombs, jump onto the platform when it moves.



When the second bomb explodes, it will move the platform to the switch.

Check 7

JUMP IN THE RIGHT ORDER!

Jump on all the switches before they're lowered into the floor. Step on them starting with the left side and continue to jump on the switches until all of them have been activated. It'll take a little time to become familiar with this puzzle, so be patient, or just cheat and use the Spring Bean.



The crappy "before" hint book method.



Excellent hint book short-cut method - just throw the bean on the switches.

Check 8

BEWARE OF THE FLAMIES!



Push the pole from moving platform to moving platform.



Ride the moving platform in order to move the column to the left side.



When the platforms come together push the pole upward.

To get to the center switch, the pole must be pushed on the moving platforms to the switch on the left side of this map. The pole must be pushed so that it doesn't fall off the platforms. By positioning the pole so that it's halfway off of the moving platform, it will automatically be transferred to the next platform. After moving the pole over to the other side, place it on the switch. Now, go and jump on the center switch. When that switch is activated, one of the lamps in the main hall will be extinguished.

Check 9

UPPER RIGHT TORCH FIRST!

After hitting the switch, six lamps will appear on the table. To light the lamps, remember the clues that are in the library. Start with the top table and light the lamps from the right to the left. Next, go to the bottom table and light the lamps from the right to the left. When all of the lamps have been lighted in the correct order, the door in the upper left hand corner will be opened.



▲ This sign tells the order in which the lamps must be lit.

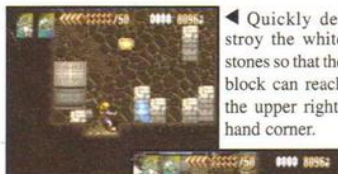


▲ Start by lighting the lamp in the upper right first.

Check 10

MAKE GOOD USE OF THE POLE!

After entering this room, use the flail to destroy all of the white blocks in the room. Don't stop until all of the blocks are destroyed. When the giant block reaches the upper right-hand corner of the screen, a pot will drop. Now jump up to the ledge and push the pole onto the block and then down onto the switch. When the switch is activated, go and step on the center switch.



► After the pot falls down, use it to jump up and get the pole.



◀ Quickly destroy the white stones so that the block can reach the upper right-hand corner.



▲ Now slide the column off of the block onto the switch.

Check 11

MOVE THOSE IRON BALLS!

When the switch is activated the iron balls will rise and fall. Try jumping on the switch until the balls are high in the air, then run under them to the stairs.



◀ Jump several times on the switch to raise the iron balls.



◀ With those iron balls in the air, run quickly to the stairs.

Check 12

TIME TO FIND MELZAS!

After finding and activating the six switches, the lamps in the main hall will be extinguished. It's time to confront Melzas. But first, check to make sure Alundra has enough

136

healing items!



◀ Step on this switch to extinguish the final lamp.



◀ With the lamps extinguished, the door into Melzas' inner sanctuary is now open.

STORYCHECK

FIND THE SECOND BARREL!

After all of the lamps have been extinguished in the main hall, Alundra will be able to enter Melzas' inner sanctuary. What fate awaits him within? Will the villagers' prayers help? The story is now coming to it's climatic conclusion as Melzas unleashes the Black Dragon!



▲ It's time to face Melzas once again.



▲ It is time for the final battle!

Check 13 → SLAY THE BLACK DRAGON!

Alundra must defeat the black dragon before he fights Melzas himself. The dragon has excellent attack and defense power. He attacks by breathing fire and by using his massive body to crush prey. When in the air, the only way to cause any damage is by using magic. However, the best thing to do is to hit him with the sword's charge attack.

► When he lands, he'll breath out these fire balls.



◄ When he lands on the ground, use the sword's charge attack to hit him.



▲ Avoid the dragon's fire.



▲ Use the magic contained in the Fire Book to really hurt him.



THE BLACK DRAGON!

Melzas calls on the Black Dragon to kill Alundra. As a faithful servant of Melzas, the Black Dragon is all too eager to help.

FINAL BATTLE

FIND THE REAL MELZAS!

Melzas uses copies of himself in the first stage of the battle in a feeble attempt to confuse Alundra. Three or four copies of Melzas will appear right away. The "real" Melzas will be the last to appear. So watch the screen and strike the coward when he finally appears. To avoid the ring of fire that Melzas shoots, run toward the corners of the screen.



▲ Use the sword to do away with the light bullets quickly. They might even give you a recovery item.

► This is when King's Snow's sword or the Spirit Wand will come in handy.



STAY FOCUSED!

It's going to take all the skills that were learned during the game to defeat Melzas. Use the sword's charge attack; it'll only take a few hits to destroy him. However, if the Legend Sword has been obtained, the final battle should be relatively easy. Also, remember that the Fire Book magic is extremely effective when fighting this ghoulish beast.



▲ Watch the Life Gauge during the fight. When it's running low, use the healing items to replenish the Life Gauge.

MELZAS' ORIGIN!

Melzas came to this world on a meteor from a different star. Being able to enter and alter dreams, Melzas granted the people solitude that they craved. Thus, they quickly rewarded Melzas by willingly obeying him. In a sense, they made him their god. Not content with their worship, Melzas was eventually able to gain enough control in their dreams that he could even control them when they were conscious.



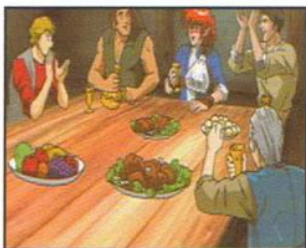
▲ From this position, use the Fire Book or Legend Sword. Replenish the Magic Gauge by using the Magic Elixir or the Wonder Essence.



As long as mortals harbor darkness within their hearts, evil shall exist. It is an incontrovertible fact...

MELZAS' TRUE NIGHTMARE!

The sacred fire of the Fire Wand completely consumed Melzas. The villagers are now free of their nightmares, and they soon rejoice as if with one voice! Alundra's journey is never ending, so he bids farewell to the villagers and begins the next chapter in his adventurous travels.



IS THIS THE END...

...OR JUST THE BEGINNING?

ADDITIONAL BACKGROUND

MELZAS AND SOLDIA KINGDOM

The kingdom of Soldia, with Torla as it's capital, is a large country that controls this continent. King Quardis governs the country which is celebrating it's 52nd anniversary. He was a devout believer in God, but was jealous of how much attention the people gave to their gods. The king, along with all the inhabitants of the land, wholeheartedly began to worship Melzas when he came to this world.



▲ Melzas became fearful when the tribe of Elna was able to control people's dreams.

THE HISTORY OF INOA VILLAGE

Inoa is a small village located in the far east of Torla. In the days of the war with Gayles, it served as a military base of operations. Soldia won the war to gain control of the continent, and Inoa eventually became just a small, peaceful village. When King Snow prohibited idols, the people found it difficult to pray to the gods without them. In time they lost faith. This made Melzas furious and he took the power of creativity away from them. Melzas was still unhappy with their lack of faith, so he began torturing the people in their nightmares.



◀ The people made gods out of Wilda, Nirude, and Melzas. Who will be next?



TRIBE OF ELNA

Members of the tribe of Elna are known as dreamwalkers. These people have the ability to enter and even control other people's dreams. This tribe, bound only by a mark on the forehead, has chosen to devote their lives to the battles within a person's subconscious.

MEIA'S BELIEF IN THE GODS

The Elicenta continent on which Soldia was built, has a history of worshipping numerous gods. In this world, the gods provide the people with various benefits in return for their prayers and faith. In recent years, the people have begun to worship Melzas as their god. Since the king prohibited idol worship, Melzas has been locked away. Meia's mother Layte, became suspicious of Melzas. Due to her inquiries about Melzas' identity, the King decided to silence her once and for all by having her burned alive at the stake as a heretic. Meia, knowing that her mother got too close to the truth, vows to expose Melzas' for the fraud that he is...

THREE SECRET EVENTS

MYSTIC PORTALS

Mystic Portals are like ancient monuments that have been scattered around the land. After getting the Sluice Key in the northern part of the desert, take it to the Sluice Gate in the Despair Desert. After draining the lake, it's time to find Berue. Passing his intense memory test will activate the Mystic Portals. Every time that a Mystic Portal is found in the overworld, enter to activate it. Inside the Mystic Portal, a Save Diary book can be used to save the game.



Go inside this cave to get the Sluice Key.

The Sluice Key is needed to unlock the door.



Use the bomb and the sword to activate both switches at once.

Now it's time to play an annoying little game.



CASINO

The Secret Pass is needed to enter the bar at the back of the casino. The Secret Pass can be found inside the top room of Lutus' house. To enter the locked room in the house, jump down the chimney after the cave at Magyscar, but before Nestus' Dream.



If smoke isn't coming out of the chimney, jump down it.

After getting the pass, go and show it to the bar-keeper.



KOHEI'S HOUSE

After clearing the Ancient Shrine, go to the empty house located east of the Inoa mine. Inside the house is Kohei. Kohei spends most of his time composing different music themes. After reaching certain points in the game, a new Victrola will appear. There are more than 30 possible tunes that can be heard.



Try listening to the music. Some of the music isn't heard during the game.

VOICES TV

MUSIC COMPOSER: KOHEI TANAKA

Q. What was your thought on the music of *Alundra* when you composed it?

A. The theme of the scenario is about gods, therefore, I composed it so the music has religious flavor, but different from Gregorian hymns. Thus I made the theme for the village of Inoa

first. I also tried to use different tones for two different worlds, dream and reality, which are the keys to this story.



PROFILE

Kohei Tanaka graduated from Tokyo Art University. After working for Victor Music Industry, he went to study at Berkeley Music Institute in the U.S.A. He composed many tracks for animation, such as "Gundam" and "Warrior in the small Mobile Unit # 08 MS."

FIND THE RARE ITEMS

THE LEGENDARY SWORD

The Legendary Sword is the weapon of choice. Even though a charge attack isn't possible with this weapon, it's still even more powerful than the Holy Sword. King Snow judges the quality of the player based upon how many times the player has hit "QUICK RESTART." If the player has died and "Quick Restarted" more than sixteen times; the sword's ripe for the taking. After obtaining the Power Glove from Jess, head for King Snow's statue to get the Legendary Sword.



▶ King Snow decides who will receive the Legendary Sword.



◀ Who would think that there's even a secret within this screen?

NAVA'S CHARM

There are torches in the basement of the grave-keeper Cephas' house. To get Nava's charm, the torches must be lit in the following order: upper left, lower right, lower left, lower center, upper center and upper right. Nava's charm completely protects the wearer from fire attacks!



◀ Light the lamps in the correct order to receive Nava's charm.

MAGIC SEEDS

Magic Seeds are important to increase the Magic Gauge. During the game, Lars will give Alundra one Magic Seed. The other seeds are hidden in treasure chests throughout the world.



LOCATION OF MAGIC SEEDS

One is given to Alundra by Lars.

A treasure chest south of the Casino.

A treasure chest around Tam's Manor.

A treasure chest in the Lake Shrine's Courtyard.

THE MYSTERIOUS GILDED FALCON

The Medallion deals in exotic items from around the world. This shop is run by Captain Merrick. To be able to purchase the items in the shop, Alundra must first get the Secret Pass. After being allowed downstairs in the Casino, talk to all the patrons. One of them will tell how Merrick has been searching for

the gilded falcons. After talking with him, run to Merrick and start trading!



▶ Get the information about the Medallion from this person. After talking with him, Merrick will be ready to trade.

QTY	ITEM
10	LIFE VESSEL
20	OLGA'S RING
25	LIFE VESSEL
30	SILVER ARMLET
35	LIFE VESSEL
40	TIARA
45	LIFE VESSEL
50	SPIRIT WAND

▶ The quantity of Gilded Falcons means the total number collected by the player.

LOCATION OF LIFE VESSELS

INSIDE DUNGEONS

1-10 Alundra	Alundra starts the game with ten Life Vessels.
11 Tarn's Manor	In the room connected to the exit of the underground water area.
12 Inoa Coal Mine	After meeting Zazan and defeating the Murgg, he leaves it behind.
13 Lars' Crypt	After the battle with the boss.
14 Bonaire's Dream	Inside the cave right before the warp zone.
15 Ancient Shrine	From the guardian after the final fight.
16 Coastal Cave	In the room right before the boss character.
17 Kline's Nightmare	In a treasure chest on the first floor of the right tower.
18 Reptile Lair	In the room to the left of the final boss.
19 Giles Dream	In the room after clearing the timed maze.
20 Magyscar Cave	Right before the final battle.
21 Sanctuary	In the northeast room on the first floor.
22 Meia's Dream	In a treasure chest on the lower left of MAP (E).
23 Underground Waterway	After you jumping across the four logs.
24 Nirude's Lair	In the room just before the boss character.
25 The Fairy Pond	Inside of a treasure chest in MAP (F).
26 Elene's Dream	In the first room of Area 4.
27 Giant Tree Tower	In a treasure chest, after getting out of the pit.
28 Bergus' Dream	Right before the boss character.
29 Mt. Torla	Treasure chest located in the center of the lava.
30 Lake Shrine	After solving the Dining Room puzzle.

ON THE FIELD MAP

31 Around the Water Mill	Half-way up the cliff, behind the hut. Drop down from above to get it.
32 Waterfall by the Desert	A treasure chest located on the small island in the upper stream.
33 Cape at the Coast	Go to the cape through the swamp area.
34 Around the Fire Manor	The northwest cave blocked by a huge rock.
35 Around King Snow	On the right side of the statue, the place covered by thorny bushes.
36 Near the Swamp Area	On the land by the street in the northwest of the swamp.
37 Around Magyscar	A treasure chest by the cave on the cliff south of Magyscar.
38 Desert Shrine	In the room with the Sluice Key, change the fire pillars to ice and destroy them.
39 Underground Passage	A treasure box on the top of the mountain on the right side of the mountain.
40 Murgg Woods	A treasure box above the iron ball in the center of the woods.
41 Giant Tree Tower	A treasure chest on a branch on the right side of the tower.
42 Shop in Inoa	Purchase the Life Vessel for 500 Gilder.
43 Lurvy's Shop	Purchase the Life Vessel for 400 Gilder.
44 Casino	After winning roulette.
45 Casino	After winning the target game.
46 Casino	After winning slime smash.
47 Medallion	When 10 Gilded Falcons have been collected.
48 Medallion	When 25 Gilded Falcons have been collected.
49 Medallion	When 35 Gilded Falcons have been collected.
50 Medallion	When 45 Gilded Falcons have been collected.

LOCATION OF GILDED FALCONS

1	Tarns Manor	A treasure box in the center of MAP (G).
2	Wendell's Dream	A treasure chest located in the northwest corner.
3	Olen's Dream	Defeat all of the Murgg and get it BEFORE the dream exits!
4	Inoa Coal Mine	A treasure chest in the lower left of MAP (O).
5	Lars' Crypt	A treasure chest in the underground waterway inside of the dungeon.
6	Bonaire's Dream	Beyond the last warp zone in the cave.
7	Ancient Temple	A treasure chest on the upper left outside of the temple.
8	Coastal Cave	A treasure chest in MAP (R).
9	Kline's Nightmare	In the cave at the back of the right tower.
10	Reptile Lair	A treasure chest in MAP (V).
11	Giles' Dream	A treasure box in MAP (F).
12	Magyscar Cave	A treasure box in MAP (E).
13	Meia's Dream	A treasure chest in the lower right of MAP (E).
14	Underground Waterway	A treasure chest in front of the waterfall in the lower right of MAP (G).
15	Nirude's Lair	A treasure box in MAP (B).
16	Elene's Dream	In a treasure box in the upper left of MAP (G).
17	Mt. Torla	When you fall into the pit under the bridge.
18	Nestus' Dream	In the room right before fighting the boss.
19	Underground Passage	A treasure chest in MAP (J).
20	Lake Shrine Interior	A treasure chest in the courtyard.
21	Around the Inoa Mine	A treasure chest located on the left of the waterfall by the mine.
22	Around the Inoa Mine	In the hut by the right side of the mine.
23	Despair Desert	A treasure box by the side of the building like a pyramid.
24	Despair Desert	Walk on the land to the right where the Sluice Key is obtained.
25	Near the Coastal Cave	Use a Spring Bean from the beach.
26	Near the Coastal Cave	The cape where you have to come through the swamp area.
27	Despair Desert	A treasure chest you'll find after climbing the left side of the waterfall.
28	Water Mill	A treasure chest in the mill.
29	Around the Water Mill	In the cave blocked by a rock on the upper left of the mill.
30	Around the Water Mill	A treasure chest beyond the river on the right side of the mill.
31	Around the swamp	A treasure box at the footing inside the swamp area.
32	Around Magyscar	On the land in the bluff to the southeast of Magyscar.
33	Around Nirude's Lair	A treasure chest near the giant statue's face, on the upper right.
34	Murgg Woods	A treasure chest in the upper-right field.
35	Giant Tree Tower	A treasure box on the upper-right branch of the tree.
36	Olen's House	The house can only be entered after the mine collapses.
37	Around Olen's house	Inside the cave on the cliff, behind his house.
38	Around the lake	A treasure chest near the second stand from the left.
39	Around the Fire Manor	Inside the cave to the upper left of the mansion.
40	Around the Fire Manor	A treasure box around the cave to the upper left of the mansion.
41	Around the Fire Manor	To the left of the treasure box that contains the Water Book.
42	Nava's Hut	The treasure chest on the bookshelf.
43	Around Nava's Hut	Near the split section of the street leading to the coast or the village.
44	Around Nava's Hut	Jump in the sea and swim behind the hut.
45	Around Nava's Hut	Take the street to the left and go to the southwest of the bridge.
46	Around Tarn's Manor	A treasure chest on the land to the lower left of the mansion.
47	Lurvy's Shop	In the well in front of the shop.
48	Casino	Completely clear multiple roulette games.
49	Casino	Completely clear multiple target games.
50	Casino	Completely clear multiple slime smash games.



Alundra



Meia

Tired of wandering aimlessly in Murgg Woods? Keep getting roasted by Ronan? Can't get the Legend Sword? Then buy a clue and drop some gilder for this Official Alundra Strategy Guide! Inside you'll find: detailed maps of every area in dreamy 3B!, a complete 100% full-color walkthrough from start to finish, charts describing every item, secret item and weapon, butt-kickin' combat strategies, top-secret hidden area info, exclusive interviews with Alundra's Creators, 2 full sheets of glossy game character and Memory Card stickers, and an exclusive offer for a HUGE free Alundra poster. Only Working Designs can bring you hint book that is just as awesome as the game!



Ronan



Jess



Zazan



Sybill



Giles



Nava



Zorgia



Lars



Melzas



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